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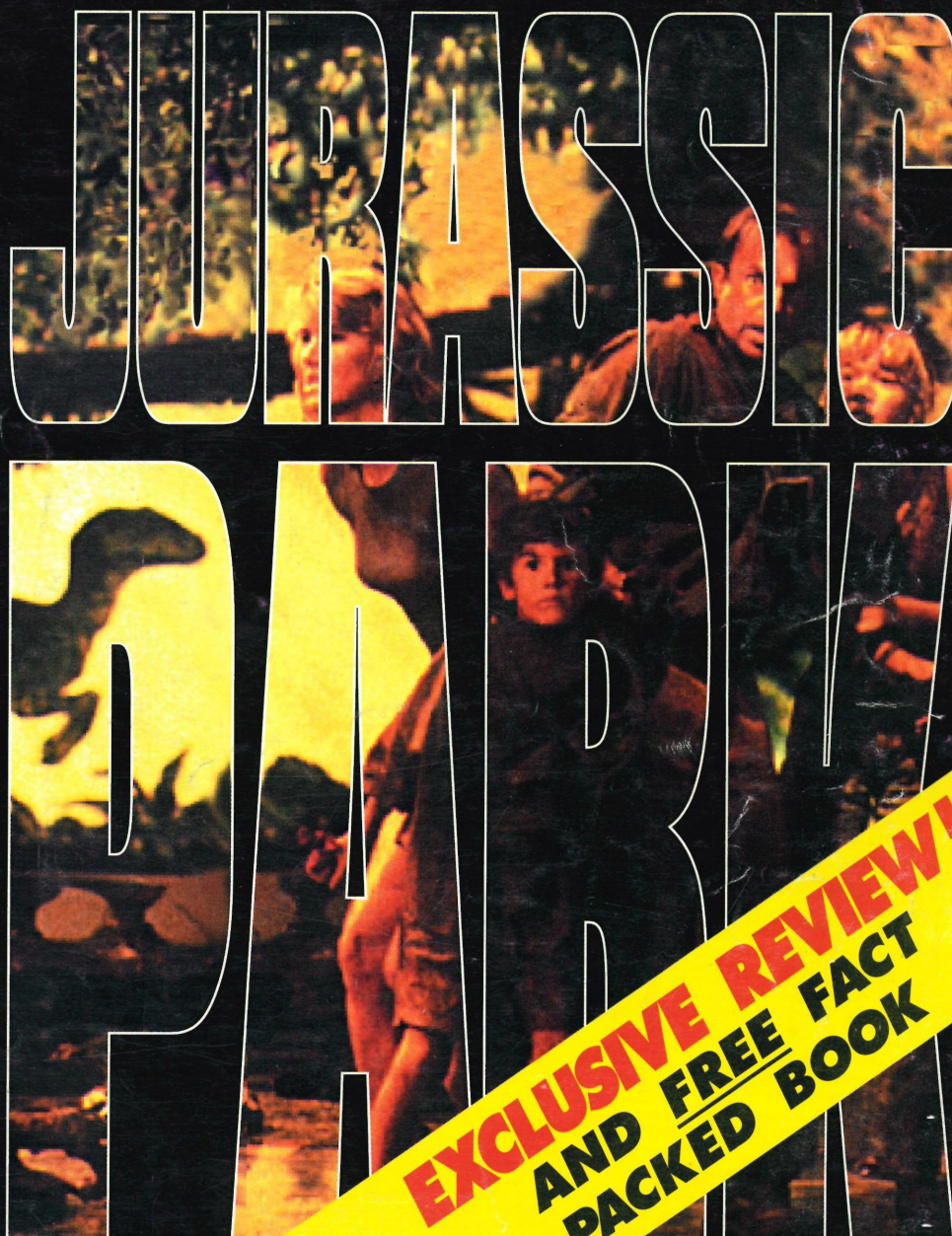
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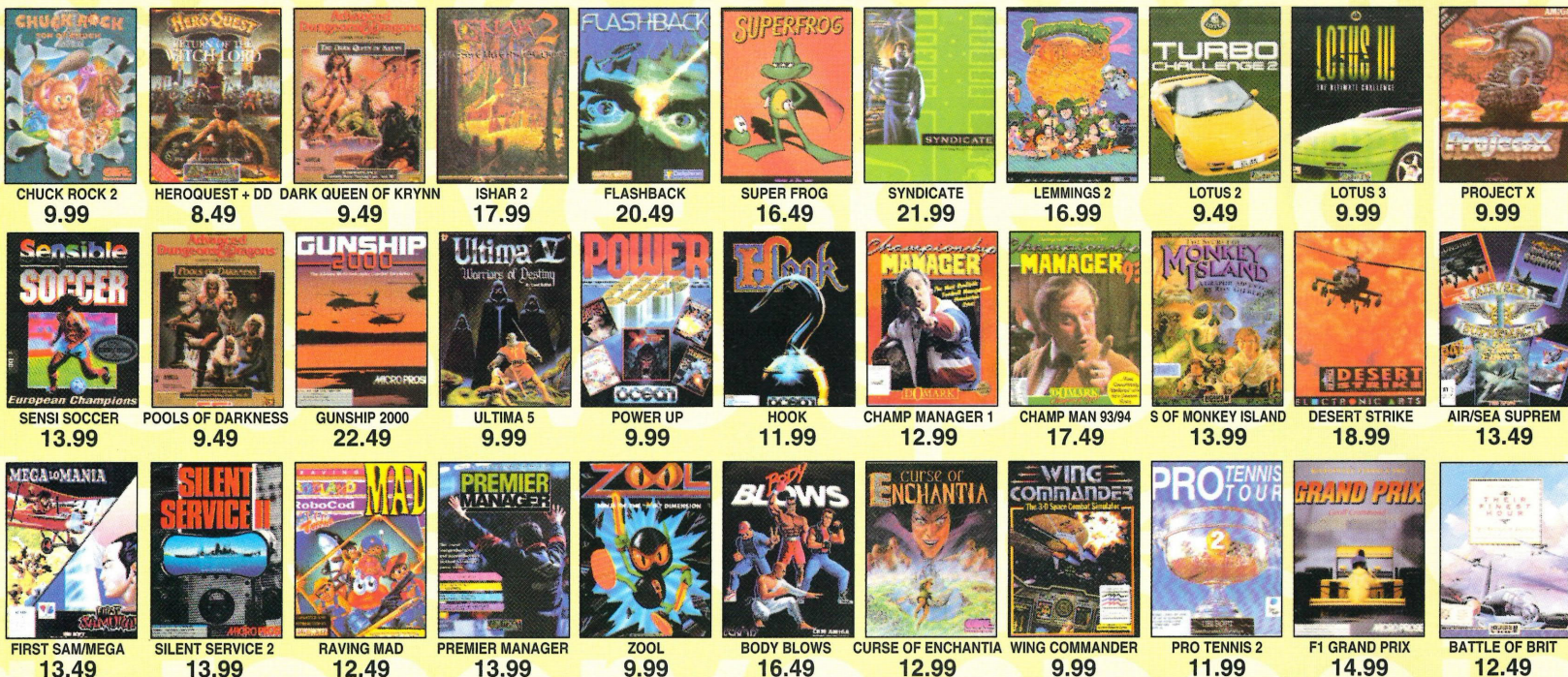


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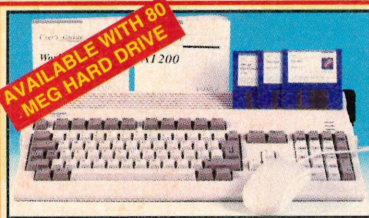
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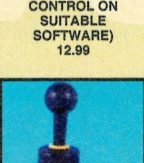
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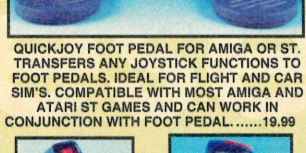
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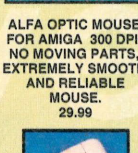
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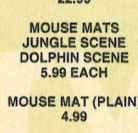
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CONT

6 News

Lots of things happening this month, none of which immediately spring to mind, but you'll find out if you have a quick read, no doubt.

58 Reader Offers

Roll up, roll up etc. Apples and pears, you'll not find 'em cheaper anywhere guv. Look at me, would I lie luv? And so on and so forth.

56 Public Domain

Andy Maddock surfaces from the dullness of the classroom once again, and surrounds himself with cheap thrills galore.

99 Boggit's Domain

We never liked him anyway, the smelly old troll, or dwarf, or whatever he was. We're really glad he's gone – sniff.

104 Super Leagues

Six (or is it eight?) pages of Amiga immortality and horrendous old pump. Mike Read's Pop Quiz? Oh please...

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97 Talkback

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102 Back Issues

This is the place to look if, say, you lost an issue, or if there was a GTGA for a game that you're stuck on, and you need it. Yes.

112 Swap Shop

Hardware, software, bettaware and beachwear. And some other stuff too, such as games and that.

Win! A years supply of crisps! – p51

Blimey eh? Those Quavers. Tasty or what? If only we all had an everlasting supply, to eat and eat and eat, forever. Or perhaps just ten years worth, or a year even. Yeah, that'd do – a years supply of cheesy Quavers. Plus a game. Several games of One Step Beyond, in fact, if you include the runners-up prizes, which we are doing here. Oh, and wouldn't it be great, if, on top of all that, we had, like, a really smart Global Hypercolour T-Shirt, and maybe another game too? Morph, say. (Page 77.)



EVENTS

COVERDISKS

Well well well – what do we have here? Two disks, with a demo on each. That adds up to two absolutely huge and valuable demos in our book, as indeed it will in yours, once you've checked them out. Theatre of Death is a light-hearted look at war, with superb miniature graphics and a fast-scrolling landscape, and Graham Gooch's 2nd Innings can be summed up in one word. Simply brilliant. OK, two words.



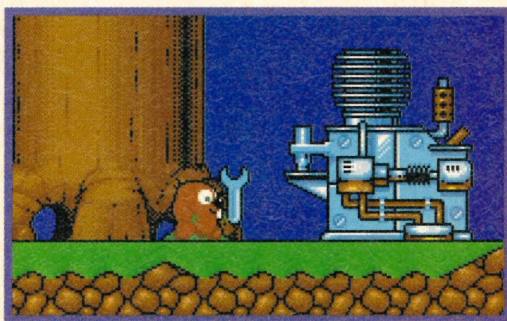
FEATURES



John takes his jolly down to Cambridge to get the real inside info on the whole Cannon Fodder story, right from the start. Are they worried by Theatre of Death? Are they mad as a kettle? Find out on page 14. Also, we're 50! We forgot about our fourth birthday, so we've had a "bit of a do" for the fiftieth issue. With the emphasis lying heavily on the "bit".

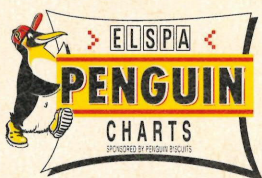
PLAYER'S GUIDES

No sooner is it out than we've cracked it. GGWCC21 (work it out for yourselves) gets the full Jim "Headingley" Eagers treatment (page 78), as indeed do Grandslam's Beavers (page 86), Ishar 2 (page 84), and the gargantuan, all consuming, one and only – Goal! which starts on page 80, if you're interested, as we're jolly sure you must be. Unless you're sad.



CHARTS

The charts are compiled by Gallup in association with ELSPA, and, for some bizarre reason – Penguin biscuits. It's difficult to say very much more about them without going into details, which we do on the chart page anyway, so let's talk about you. How are you? What's the weather like? Do you like spinach?



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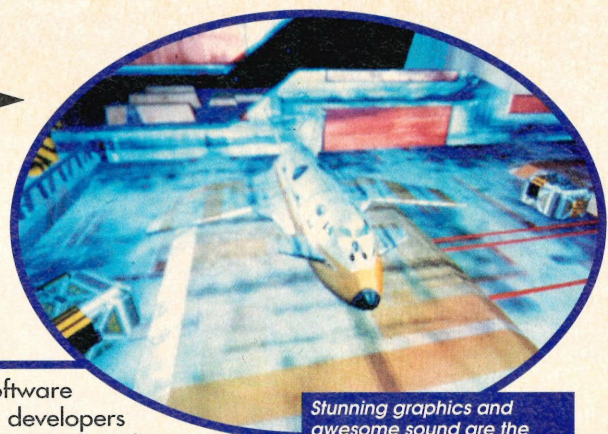
cut through the opposition defences. Erm, he got

Wiz 'n' Liz68

but his mazy runs and wing wizardry soon

WonderDog70

Oh come on. What do you want – blood?



Stunning graphics and awesome sound are the proudest boasts of Freelancer.

The First Word

It's getting a bit cramped in here. John seems to have no hang-ups whatsoever about bunging his stuff on my desk at this early stage of his career, and what with another new face in the shape of Karen Levy joining the team, there's hardly room to swing a mouse. I can save my typing finger (it's the index on my left hand) this month, because I think the mag speaks for itself. Oh, and you overseas readers on the brink of despair can stop wringing your hands now please – you'll be getting both disks again from this month, all for the same price that us Brits pay, so put those poison pens down! I'm off to the European Computer Trade Show now, so I'll be sure and have a drink or two for y'all.

Paul

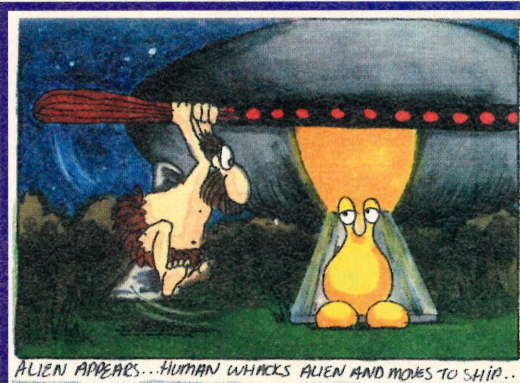
Imagitec R-Evolution

In their continuing drive for the best quality software around, US Gold have signed a deal with top developers Imagitec, which covers a number of the games they have currently in production.

Imagitec have earned themselves applause most recently for the excellent Humans, the follow-up to one of the games in their US Gold lineup. Evolution: Lost in Time was originally destined to be called Humans In Space, because it is here that the adventure unfolds. The Humans (seven of them) have been kidnapped, and they need to overcome the alien force who took them in order to return home to safety.

Space Junk was originally destined for release by Mirage, and has already been covered in these pages, but it's close to completion now, and the revolutionary IMAGINE system, whereby actors in detailed masks are digitised into the game should ensure that it's a stunner.

Raiden is a coin-op conversion, and is boasted by Imagitec to be equal to its ten pee-gobbling counterpart. It's a massive shoot 'em up with a traditional storyline – you need to defend the earth against hostile alien forces before they take us all over. These three, along with the promised awesome adventure, Freelancer, should ensure that Imagitec really have struck gold. (Sorry).



ALIEN APPEARS...HUMAN WHACKS ALIEN AND MOVES TO SHIP..

The Humans' manners never were their strong point. This bearded wonder tubs an innocent alien...



Raiden could be a brilliant mixture of Desert Strike control and Project-X fire power. And it probably will!

Rewind

No longer do you have to pay an exorbitant fee to BSkyB to watch old BBC material. BBC Enterprises and Video Collection International have agreed terms for the computer game rights to dozens of BBC owned names.

The next step for both parties is to find enough publishers to snap up what must be an Aladdin's Cave of cartoon and dramatic archives. According to the VCI, several big names are already in the bidding, and amongst the front runners for conversion are, erm, Pot Black, Blakes 7, Match of the Day and Fireman Sam. Great.

Oot for the lads

On-Line Entertainment's Cover Girl Strip Poker (CDTV) has been given the dubious honour of being the first product to receive an 18 certificate under the new partnership of ELSPA with the Video Standards Council. As part of the agreement, the box must be clearly labelled as for sale only to those of 18 and over, since it contains 15 minutes of full motion video, which to be honest leaves very little indeed (er, in fact, nothing at all) to the imagination. Cover Girl Strip Poker will be available when you're reading this, and if you're old enough and frustrated enough, will cost £34.99.



Ocean voyage

Ocean have never been a company to release just a few games a year, but just recently their software has left the Manchester office at a more sedate pace, packed with quality and playability. There are a few cards that they've been keeping close to their chest though.

Mr. Nutz is a platform game with the obligatory cute character – namely Mr. Nutz – who needs to do what game characters do in order to save whatever it is that game characters save. But it isn't just a token release. PR Executive Stephen Hey explained that Ocean aim to launch Mr. Nutz into the kid of stardom enjoyed by Sonic, Mario and the privileged few, and that to do so, the game needs to be of an exceedingly high quality, which – he promises – it is.

Dennis (as in, The Menace) should be around shortly before that. A license of the American film version, it follows the plot closely, and again, is set for big things.

A surprising release perhaps is Super League Manager – a (surprise surprise) football management sim, and one, so say Ocean, that should see off the stiff competition of Premier Manager and Championship Manager. More information next month.

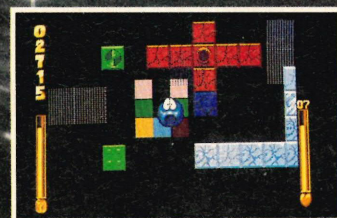
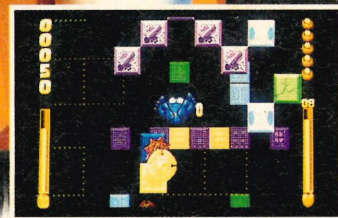
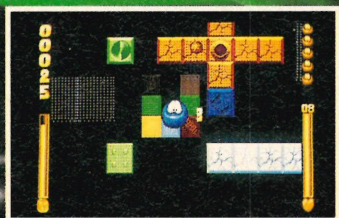
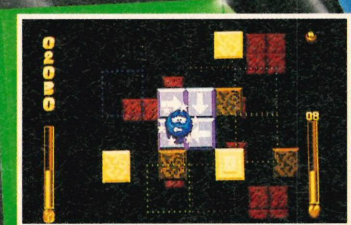
BLOB

Imagine a universe of a different dimension - a dimension of height, of ground, of gravity and time. Here life is but a bounce away from oblivion for Blob.

Blob's spaceship has broken down whilst transporting a cargo of baby Bloblets. Parts of the ship have been lost and some of the Bloblets have wandered off in all the confusion.

Guide Blob through 50 taxing levels of bouncy crazy puzzles, find all the spaceships parts and rescue any Bloblets that have become lost or trapped.

Live life on the edge - experience BLOB



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Commodore
Amiga
(1 meg only)

CORE
DESIGN LIMITED

Screen shots are
from the
Commodore
Amiga version



SOCCER KID™

Disaster! An alien of the cup collecting kind has stolen the World Cup.

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"One of the best platformers ever!"

93% Amiga Format



"To put it mildly it's stunning"

93% CU Amiga

"Quite simply in a class of it's own"

93% The One



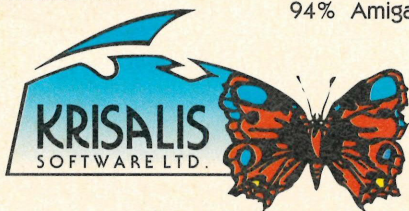
... "an absolute masterpiece from start to finish"

93% Amiga Action



"Soccer Kid is absolutely excellent"

94% Amiga Computing



Hold the side column

Hello, it's Paul here again, fresh back from the European Computer Trade Show on a Tuesday morning, revelling in the fact that it's deadline time, and not feeling in the slightest bit tired, because of course we didn't get the last train home from Euston. And of course I had a really good night's sleep after arriving home past midnight (after more than one tussle with a hairy wino) with a foot full of blisters and a heavier bag than Santa Claus on Crimbo Eve.

Yes, that's right - I'm in a foul mood, and God help anyone who crosses me. There isn't time or room to tell you all the news (you'll have to wait until next month now, providing I don't forget it all), but I'll talk semi-lucidly about one or two things until this box is full.

Gremlin have a new platformer on the way. It's called Kit Vicious, and despite the fact that every single platform game gets compared to Sonic, it must be said that it does bear one or thirty nine similarities. Which is no bad thing really, because Sonic is top, and so too should Kit Vicious be, with alarming speed, moving platforms and glaring colours.

Frontier is smart. But then we always knew it would be. Gametek have bought the Amiga rights, and the game was running on an A1200 throughout the show, and looked, frankly, stunning. It's due for release in November, and unless we get blagged royal style, we should be able to review it next month.

There was some loose talk about the possibility of Star Trek: The Next Generation appearing on the Amiga, and of course, Mortal Kombat is nearing completion, and should be previewable next month, or - oops, out of space, bye.



Instead of bashing your joystick between bouts, transfer your aggression on to a bit of wood.

NEWS

Microcosm-ic

Psygnosis have never been a company to mess about when it comes to taking advantage of new technology, and they are at the forefront once again with their said-to-be enormous CD32 game - Microcosm. Although the game is far from complete at this moment in time, it looks to be the type of product for which the CD32 was made.

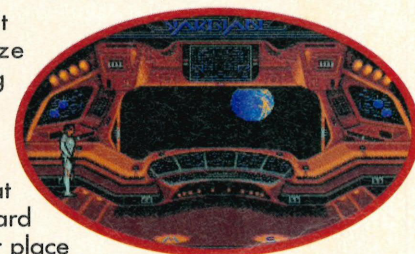
The game doesn't lend itself to any particular category, but seems to be a cross between science fiction and industrial espionage, revolving around the fight for control of one man's mind. Various missions operate within the game, and with over 500 megs worth of data, high frame movement and a CD quality soundtrack, you want to seriously think about saving that cash.



Tootle around the human gibs singing, there's Klingons on the Duodenum, Captain.

They've gone mad

At least, that's the way it seems, because Daze Marketing are offering games for sale at less than three quid a chuck! The software on offer has been available previously either at a full price point or as standard budget fayre. Now it isn't our place



to accuse the boys of being a bit daft, so we'll lay down the facts as they are. Storm Master, Metal Mutant, Crystals of Arborea, Boston Bomb Club, Superski 2 and Starblade are available direct from Daze at £2.99 apiece for as long as stocks last. Those interested can contact Daze at: 2 Canfield Place, London NW6 3BT, or phone them on 071 328 2762.



With prices this low, it'll be downhill all the way to the psychiatric hospital for Daze's Managing Director.

BREEDING BRILLIANT!

ALIEN BREED 2... coming soon from



TEL: 0924 201846

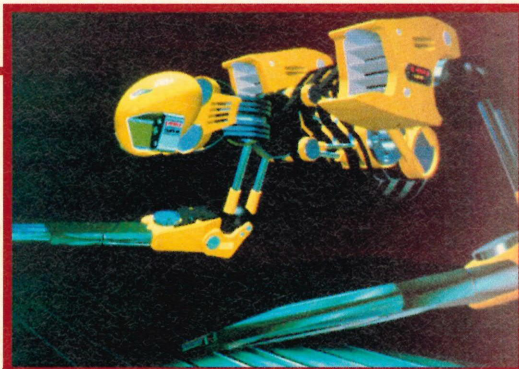
Like clockwork

Streetfighter 2 and Body Blows are under threat as the definitive Amiga beat 'em-ups. Instinct Design – the Mirage in-house team – are currently developing what seems destined to be nothing short of a revolution in game design.

Rise of The Robots contains sprites which are painstakingly modelled from original hand-drawn blueprints, then put together piece by piece to ensure that movement is stunningly fluid.

The story goes that a high-tech corporation has had a hideous malfunction in security, and that the robot patrol are out of hand. A cyborg – controlled by the player – is sent in to fight its way to the control room, and must wade through layers of rampant machines before law and order is returned.

Available only for the A1200 and CD32, Rise of The Robots should be blowing our minds around Christmas time.

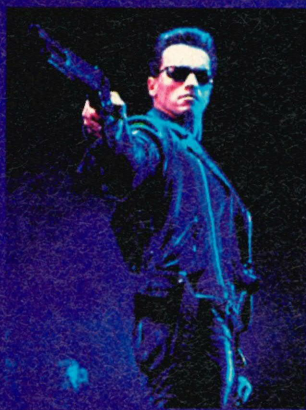


Rise of The Robots: if you think SF2 and Body Blows are bobbins, then you're mad. But you might like this.

Terminator 3

As well as developing the Amiga version of Mortal Kombat for Virgin, Probe Software are also working on the conversion of Terminator 2. Yes yes, we know Terminator 2 has been out for years, in the shape of a dodgy beat 'em-up from Ocean, but this is the real thing.

Probe are beavering away on the arcade version of the game (the one with that big gun on the front where you had to kill the T-1000's that cropped up from behind those gravestones). The computer version will closely adhere to the original, and on top of mega graphics, promises to be a bit special in the sound department. It's unlikely to reach the stores much before Christmas, but expect to see something in Amiga Action next month. Although we don't quite know what just yet.



There are no game screenshots yet, so here's Arnie. Firing a gun.

Tornado tunes

Remember that really good looking flight sim that was previewed in Amiga Action about 18 months ago and then seemed to disappear into that pit of oblivion? Tornado was the name, and worry not, sim fans, it's still going strong: the PC version is in the shops already, and the Amiga version should follow soon.

So impressed are Digital Integration with their long-awaited monster, that, in true BBC Drama Department fashion, they're releasing the soundtrack! "Music from and inspired by the Tornado flight experience" is how they put it, which in reality could amount to just about any tune they fancy putting on. Anyway, if engine sounds and frantic electric guitars riffs are your thing, then check out your local Virgin (phwoar) soon. CD is priced at £10.99, cassette £8.99.



"Oh squidgy – I do so love your Bertie Bassett eyes and Zippy-esque mouth." "Thanks James."

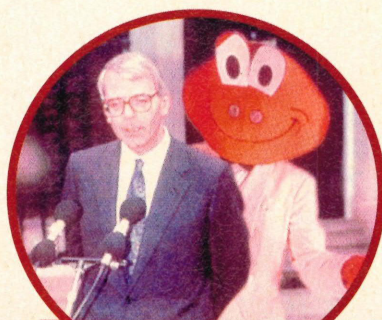
Pond-arama

As part from busying himself with preparations for his imminent third appearance, James Pond has been far from slack. We think it's highly unlikely that he did actually spend a fortnight in Majorca with the trunk-thighed Prinny Di as the picture suggests, or indeed act as advisor to Boris Yeltsin and John Major, as several other similarly ridiculous pictures also suggest.

What he undoubtedly has done though, is undergo yet another transformation – this time to accommodate him on Commodore's new baby, the

as-yet untested CD32. As with the A1200 version, there are new levels and different tunes, plus touched up and additional graphics. A fully animated cartoon introduces the game, showing the fishy young chap receiving orders from the F15H supremo, and if that whets your appetite for japey, then a forthcoming full length cartoon – which Millennium hope will receive national airtime on TV – should be right up your street.

JP3, incidentally, should be ready for review next month.



John Major might be boring, but at least he doesn't wear an orange polystyrene head.

NOW

... a soccer simulation that combines realism with fast arcade action!



EUROPEAN CHAMPIONS

COMPETE TO BECOME THE PREMIER TEAM IN EUROPE

AMAZING GAME-PLAY FEATURES:

- * **TACTICS** - Select one of the many, easy set up BUILT-IN-TACTICS options or DESIGN YOUR OWN!
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THEATRE OF DEATH

This was previewed last month, and John, who was responsible for taking a first look, was more than impressed to say the least. That inspired us then, to hound Psygnosis until they caved in and agreed to supply us with a coverdisk demo.

Well, thankfully we got our way, and here it is, a whole disk packed to the brim with nothing but action.

To load the demo, you need to do nothing more than put the disk in the drive and turn on the power. The demo will autoboot. This works on all machines, but if you experience any problems with it, this will be due to either a duff disk, or the fact that you have a second drive connected. If you have, disconnect it immediately or your computer will explode! (Not really, but it had you worried for a second there!)

There are far too many controls to possibly list here, so you will just have to find out many of them for yourselves. Just to help you out, here are a few of the more important ones. There are four available weapons in the demo. The following descriptions are applicable when you have direct control of a man and press the right mouse button.

Machine Gun - Hold down the right mouse button and strafe by moving mouse cursor.

Landmines - Click the right mouse button once and a landmine is dropped. These are invisible to men on automatic mode and are lethal on contact.

Grenades - Move cursor to desired location on the screen, click right mouse button once and a grenade will be fired to land on

You have failed to complete this mission and need to pull your finger out. Or so it would seem.



Just when you thought it was safe to enter the woods, a chopper deploys some big nasty blokes with guns.



Attack isn't always the best policy. A few moments in hiding might save your life.

the block indicated by the cursor.

Flamethrower - The flamethrower can be fired in eight directions. Position the cursor at the desired direction and a best fit will be produced.

You can also make good use of the vehicles that are lying around. You can get in a helicopter by walking onto a heli pad, and, if there are any available you will take off automatically. If a helicopter meets an obstruction it will fly over it. Another way to get into a helicopter is simply to walk over it when it is on the ground.

MISSION FAILED

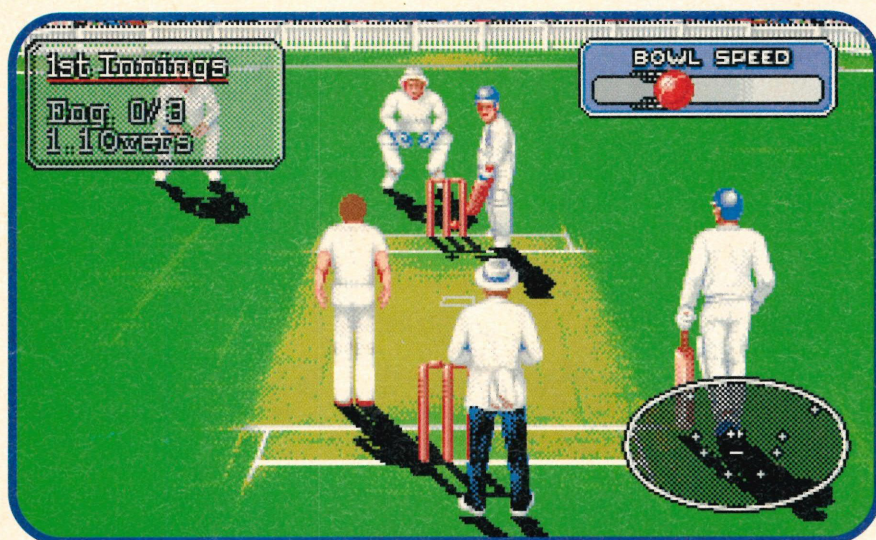
YOU HAVE FAILED TO COMPLETE THIS MISSION
COME ON. PULL YOUR FINGER OUT.



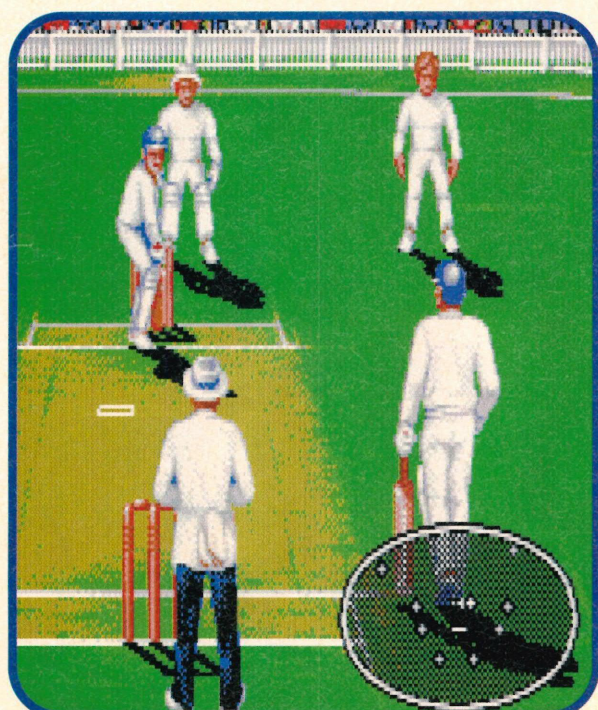
DUFF DISKS

Having problems with one of your coverdisks? Please don't write to us, write to Duff Disks (Amiga Action), Pro Soft, 5 River Gardens Business Centre, Spur Road, Middlesex, TW14 OSN. Unfortunately, if you send your disks to the Amiga Action offices, they will serve no other purpose than to prop up the wonky leg on Roger's desk.

GRAHAM GOOCH'S 2ND INNINGS



▲ There's plenty of aggressive stuff from the West Indies as they attempt to winkle out the last English batsmen.



▲ Take advantage of anything bowled loosely - only eight runs needed to win the match!

This demo really was so good that we just had to give it a full disk. Reviewed elsewhere in this issue, and scoring a massively healthy 90 per cent, not to mention being awarded an Amiga Action Accolade.

Our cover disk version is a fully working copy of the game, with the following notable exceptions: there is no music, you can only play the saved game provided on the disk, and although you can edit the fielding positions for the team taking part in the saved game, these changes cannot be saved to disk.

Apart from these, all other features are functional, so for example, you can create your own teams and use them with the full version of the game.

The supplied save game on the disk is a famous match from 1963, in the second test between England and the West Indies. Colin

Cowdrey broke his wrist on the final day and retired. However, the match was so close that with one over to go, England had two wickets in hand (including the injured Cowdrey) and required eight runs to win.

With three balls to go, six runs were still needed. Shackleton attempted a single and was run out. Just two balls of the match remained, six runs were needed to win and Cowdrey had to come in to bat with his arm in plaster! Fortunately, Allen was facing the bowling and managed to somehow get his bat in the way of two fiery deliveries from Wes Hall, the great West Indian fast bowler. Match drawn - but what an exciting match it had been. Allegedly.

At the moment, this is the only match you can take part in, but watch out, as in future issues of Amiga Action, we will be including more historically famous matches, that you can use in conjunction with your cover disk. Now there's a treat!

To load the demo, all you need to do is put in the disk and turn on the power, the demo will autoboot and you can begin to put leather on willow straight away.

It's all very well getting quick runs but it's staying power that we're after, lads.



COVERDISK

GRAHAM GOOCH
PUBLISHER: Audlogenic PRICE: \$17.99 TEL: 081 861 1166

Work in prog CANNON

Sandwiched discreetly between a fitness emporium and a hair and beauty salon, the small, one-room office that Sensible Software call home hardly fits its image as one of the finest and most successful software houses around today. Trains pulling in to nearby March station clatter regularly past, and a huge pile of discarded boxes soak up most of what little light finds its way through the room's blackened blinds. The furniture consists of just six widely spaced desks wedged against the walls. Only a single table opposite the door hints at the standards of the work that goes on in here. It's a shrine, basically, with carefully arranged game boxes standing proudly beneath a large Sensible Soccer banner as if to say "Blinkin' heck, we aren't half great."

And why the hell not. Wizball, Mega-Lo-Mania, Sensible Soccer... Sensible Software have consistently produced top-notch software to become the nearest thing the industry has to a household name. Their footy game in particular was a phenomenal success, becoming one of the biggest selling Amiga games of all time, and raking in rave reviews from just about everyone. I mean, come on, just how many of you can honestly admit to never having got some mates round for a few rowdy, aggressive, obscenity-packed Sensible Soccer leagues, eh?

With their latest effort, Cannon Fodder, Sensible hope to take their standards a step higher. The basic

LEFT: Graphics man Stoo Cambridge, erm, doing some graphics. And no, I don't know why he spells his name like that.

ABOVE LEFT: Having split my party up, I proceed to wipe out the enemy from 3 different directions. Not because I have to, or anything. It's just more fun that way.

FAR LEFT: The Terminator and Robocop, alias Stoo and Jools, complete with 'lethal' plastic guns.

Having already produced what is commonly accepted as the king of the footy games, Sensible Software are now turning their hand to a game with more than a few guns and an awful lot of (non-mindless) death in it. Groovy.

BY: JOHN ARCHER

Press FODDER

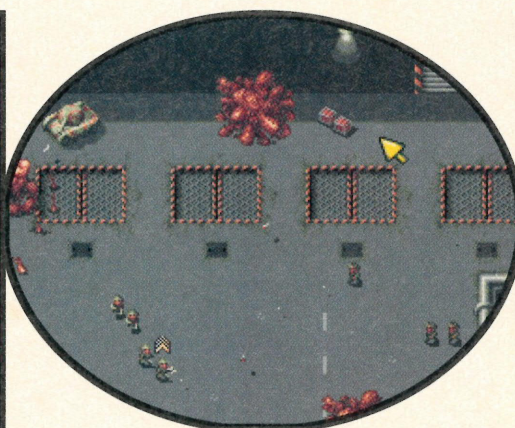


ABOVE: From left to right: Chris Yates, Chris Chapman, Jon Hare, Stoo Cambridge and chief programmer Jools.

BELOW: The further you progress through the game the more frantic the action gets.

BELOW LEFT: "We don't usually let tanks in here, but we'll make an exception for you."

BELOW FAR LEFT: Each landscape is shown with a colourful parallax scrolling extravaganza.



idea of the game is to guide four soldiers round a series of maps completing set missions on the way. The finished game will involve 24 different missions and over 74 maps of various terrains, including jungle, ice, desert, countryside (which borrows more than a little from that bible-for-all-things-rural, Emmerdale Farm), and one set inside the enemy base.

Missions include saving hostages, destroying enemy HQ's, or that old Rambo-tastic favourite, wiping out all hostile forces. As you progress you'll be able to use an ever-increasing number of weapons (but so will the enemy!) and an array of vehicles: including helicopters, tanks, jeeps and skidoos.

Jon Hare, who co-founded Sensible Software with college friend and programmer Chris Yates about eight years ago, said the initial idea for Cannon Fodder was unusually vague. "We just knew we wanted to do something kind of strategy-based, but from our experience with Mega-Lo-Mania we felt that maybe a bit more action might be helpful this time. We had a basic idea that we wanted to have a game where you could send groups on missions, but that was all, really. We never storyboard games. We just write out the basic design and functions, like 'if you click here this will do this' and so on."

Jon believes this freer approach was crucial to producing a successful game. "The basic plan is that we'll set an aim, a particular target for part of the programming, work out roughly what we want to do, let the programmers get on with it and then constructively criticise what comes out, gradually getting rid of the naff ideas and keeping any good stuff. We change it again and again and again until we get

what we want". Graphics designer Stoo Cambridge added: "The reason we make good games is that if we put something in that turns out crap, we're not afraid to chuck it out. We're always actually playing the game - we don't just do it then leave it. Far too many games come out which have just been developed then published, without being played."

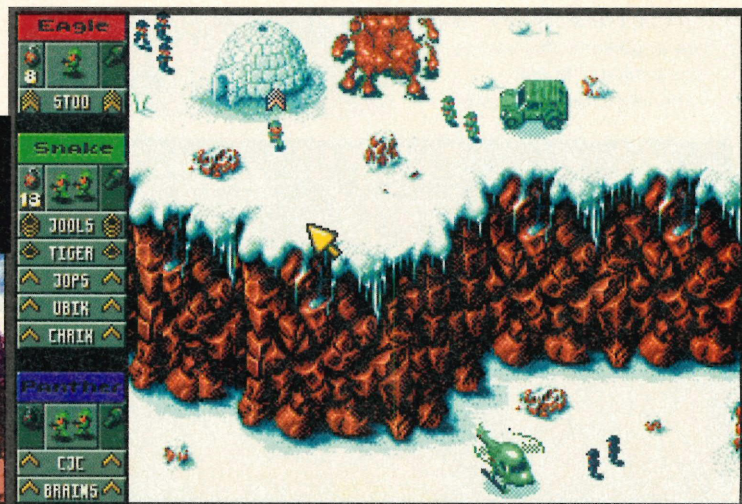
The six man Sensible team decided early on to stick with the view used in Mega-Lo-Mania and Sensible Soccer ("I suppose this overhead sort of viewpoint is becoming a bit of a trademark for us," said Jon), and began working on getting the map scrolling and the men moving around it. "Then we all started to put our own individual bits of design into it as we went along until it slowly evolved into what you see now," said Stoo.

Many ideas came and went. "The game now is not as deep as it was originally," said Jon. "For instance, we took out an idea we had of leaders giving commands, and of particular soldiers having particular

abilities. They were all good ideas, but the game was starting to feel a bit like a war game. It wasn't instant enough. Now the soldiers are all equal initially, and are pretty thick as well, so if you tell them to commit suicide they will. They have no intelligence at all! We think that's better because that way you've got more control over the game."

But Sensible have still managed to include a sizeable strategy element on top of the attack plans and you'll need to survive on the game maps themselves. For instance, initially you have 15 men for the four maps of the first mission - if all of them get killed the game is over. If you get through, the number of soldiers you have left from that 15 are carried over and added to the fifteen for the next mission - with me? At the end of every mission you'll have to consider if you've done well enough to warrant moving on, or if you really ought to do the

RIGHT: And there was me thinking the Cold War was over!
BELOW: This is like the jungle scene intro except it introduces a desert so it's different.



work in progress

CANNON FODDER



mission again and try and save a few more soldiers this time.

The best part of the strategy, springs from the way all 300 plus soldiers are at your disposal (if you'll excuse the phrase!) and have their own names (they're just like real people!). A soldier who survives a mission will go on to the next one, taking with him an experience bonus gleaned from the last battle. He (or she - Sensible have included a number of female troops) will then have improved abilities, such as being able to fire faster and over a greater range. So with care (ie. not sending them in to particularly perilous situations) you should be able to build up a sort of Arnold Schwarzenegger Commando kind of geezer who can really do some damage when the chips look severely down.

Jon is especially happy with the way the personalisation of the soldiers has worked out. When a soldier dies, his name pops up in a roll-call and his heroic bucket-kicking is celebrated with a gravestone on a nearby hill. "The graves show that people have died, and their names mean they're not just faceless sacrifices," said Jon. "We've never really done violent games and I'm only happy with this one because it makes you think 'Yes, people really die'. We're not glamourising anything, I don't think."

Now if you have a look at this month's coverdisks, you'll find a demo of a Psygnosis game called Theatre of Death which on the surface seems to bear an uncanny resemblance to Cannon Fodder. But Jon wasn't too troubled by this unexpected competition. "In our experience, every time we're



RIGHT: Erm, this is one of the programmers cunningly disguised as a duck.

ABOVE: Hey, this enemy seems to have some cryogenic capsules or something. Perhaps they're making Universal Soldiers.

ABOVE TOP: Oh dear. These 3 dear departed souls appear to be members of the Sensible team. Shame.

ABOVE LEFT: Here are the graves of the dead, the overall score and the individual kill scores of your men.

just about to bring a game out we always find something else is coming out that's a bit similar. But at the end of the day it makes no difference. Our games have still all been successful."

If Cannon Fodder does continue Sensible's astonishing run of success - and I think it should - then we might be able to look forward to some even more ground-breaking stuff from them. "I've begun to think seriously about some kind of audience participation computer projects", enthused Jon. "I think that socially, computers could do with a bit of

"This industry lacks vision. Most people think progress is just a new piece of hardware, but... it's a new approach."

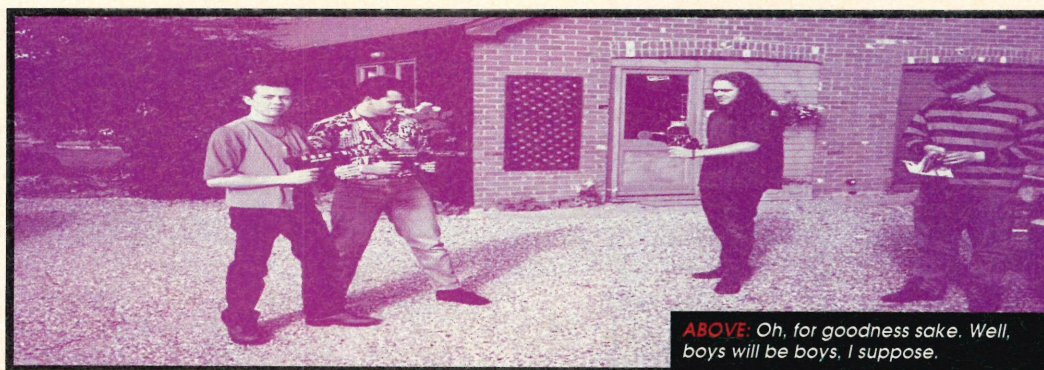
a change. I see no reason why we can't use simple computer techniques to let audiences join in one game or a number of games at a live event, and I think people would really like it."

And Jon would like to see computer programming accepted as an art form, with people placing less emphasis on the technology side and more on the creative aspects. "This industry lacks vision. Most people think progress is just a new piece of hardware, but it isn't - it's a new approach. A good game is better than the machine. The concentration on the technology underplays what we achieve. You strive to learn everything about a machine

so you can make the best game possible, then some bugger brings out a new machine and the focus is on 'look at this machine, look what this can do' instead of on the achievement of the game."

"The other problem with this is we end up doing endless conversions. Even now we've got to do another conversion of Sensible Soccer for the Mega CD, and while we're having to work on that we can't start working on something new. Few other people in a creative situation have to produce a piece of work more than once, whereas we have to reproduce it as many as 10 times! I wish there was just one format, because then we could make more new games instead of endlessly rehashing old ones".

AA



ABOVE: Oh, for goodness sake. Well, boys will be boys, I suppose.

CHECK OUT THE LATEST FLIGHT SIMULATOR



*This rally sim's so lifelike you can almost smell the high-octane fumes. "We have lift off!" Just what you **don't** want to hear from your computer co-driver...*

He's screaming pace notes above the shriek of the engine... you're pushing it to the edge in the final thrilling stages of the Network Q RAC Rally.

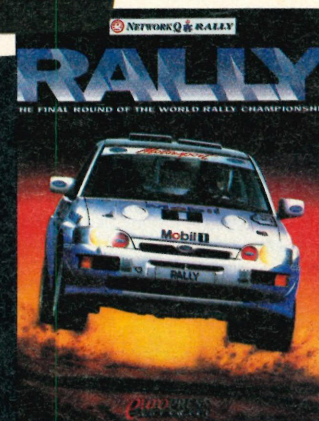
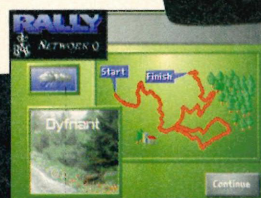
You're strapped into one of the five rally-bred supercars, speeding in the exact tracks of the '93 Rally leaders. Each car handles differently. Each tests your driving skills flat out.

You're picking up vital seconds when you hang a bend late, clip a bank and flip into a roll – damage your car and you dent your chances.

It's the sequel to the top-selling RAC Rally game. But the sound's even more deafening, the digitised video graphics even more *in your face* for an atmosphere that's totally turbo-charged.

Flying around the world's toughest rally course is one thing. Staying on earth is another.

WARNING: CRASH HELMETS NOT PROVIDED.



europress
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CREATIVE LEISURE

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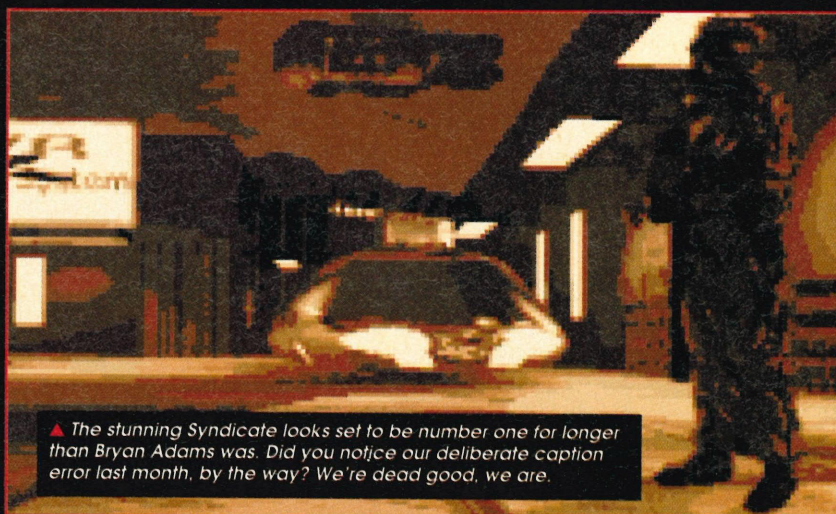
CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	1	SYNDICATE	ELECTRONIC ARTS	£34.99	STRATEGY	93%
2	3	GUNSHIP 2000	MICROPROSE	£34.99	FLIGHT SIM	91%
3	4	CHAMPIONSHIP MANAGER '93	DOMARK	£25.99	SPORTS SIM	78%
4	7	DUNE 2	VIRGIN	£30.99	STRATEGY	88%
5	5	WORLD CLASS CRICKET	AUDIOGENIC	£29.99	SPORTS SIM	59%
6	2	GOAL!	VIRGIN	£30.99	SPORTS SIM	88%
7	8	SENSIBLE SOCCER 92/93	RENEGADE/MINDSCAPE	£25.99	SPORTS SIM	90%
8	6	FLASHBACK	US GOLD	£30.99	PLATFORM	92%
9	10	FORMULA 1 GRAND PRIX	MICROPROSE	£34.99	SPORTS SIM	90%
10	9	DESERT STRIKE	ELECTRONIC ARTS	£29.99	SHOOT'EM-UP	90%
11	13	PREMIER MANAGER	GREMLIN GRAPHICS	£25.99	SPORTS SIM	90%
12	11	BODY BLOWS	TEAM 17	£26.99	BEAT'EM UP	84%
13	19	BLADE OF DESTINY	US GOLD	£39.99	RPG	77%
14	12	SPACE LEGENDS	EMPIRE	£29.99	COMPILATION	84%
15	14	REACH FOR THE SKIES	VIRGIN	£30.99	FLIGHT SIM	93%
16	18	LEMMINGS 2	PSYGNOSIS	£29.99	PUZZLE	95%
17	15	THE CHAOS ENGINE	RENEGADE/MINDSCAPE	£25.99	SHOOT'EM-UP	92%
18	17	STREETFIGHTER 2	US GOLD	£27.99	BEAT'EM UP	90%
19	★	ISHAR 2 - MESSENGERS OF DOOM	SILMARILS	£29.99	RPG	79%
20	16	A-TRAIN	OCEAN	£29.99	STRATEGY	84%

★ = RE-ENTRY ⬢ = NEW ENTRY

Syndicate deservedly holds on to the top spot, while Goal! proves a bit short on staying power, dropping down the chart much faster than its nearest rivals. Microprose's Formula One continues to climb after its surprise re-emergence in the chart last month and everybody else just shuffles around a place or two really. The biggest climber is Blade of Destiny, which we've at last managed to review (page 39). But where are the new entries? With only Ishar 2 pumping new blood into the chart, you have to wonder what's happened to all the other games released recently...



▲ The stunning Syndicate looks set to be number one for longer than Bryan Adams was. Did you notice our deliberate caption error last month, by the way? We're dead good, we are.

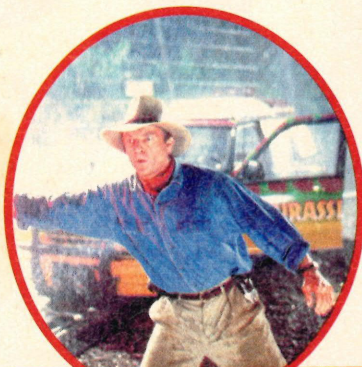
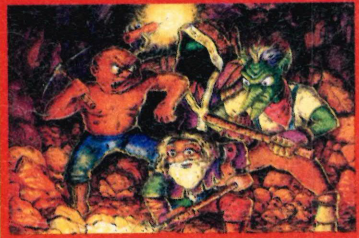
ACTION REVIEWS

Oh, sleigh bells ringing and a what not singing – Christmas time is here again! Well not quite maybe, but the software companies are getting ready, and so are we, with a bonanza of games for your delight.

INSIDE...

DIGGERS

It's bucket and spade time! Scoop the poop and collect the booty in our inaugural CD32 review. **p36**

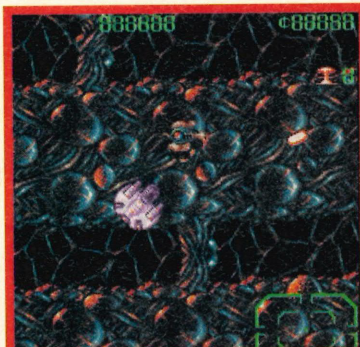


JURASSIC PARK

Well, there's this bloke, and he likes dinosaurs, but so do these other two people, so he asks them... etc. etc. **p20**

BRUTAL SPORTS FOOTBALL

More blood than a donor clinic, and more tattoos than Vinny Jones. Oh, and a football, somewhere... **p32**



BLASTAR

Core's multi-tasking, scrolling, spinning hardcore, er, blast, arrives at last with all guns blazing. **p28**

SUPER LEAGUES

We've thought long and hard, fought, tussled and spat. In the end we got fed up and did whatever John said, because he sulks.

HOW WE RATE THE GAMES...

THE LOW-DOWN

PUBLISHER: Audlogenic
CONTACT: 081 424 2244
TEAM: In House
PRICE: \$25.99

SCORING	
GRAPHICS	90%
SOUND	85%
PLAYABILITY	92%
DIFFICULTY	Tricky

The first version was easily the best cricket simulation I have ever seen on any format and wasn't given a good enough viewing when it appeared in these pages. Anyone absorbed by the original (which is just about anyone who owns it) will discover hours more play due to the greater challenge. A game of this nature tends to get played to death and flaws are eventually discovered. These new batsmen have obviously been practising on the nets.

REVIEWED BY: Jim

SECOND OPINION

Old Chunky gave GGWCC a stinging a few months ago, so I didn't bother with it much. What a mistake! This effectively renders all other efforts obsolete – buy it!

OPINION BY: Paul

OVERALL SCORE

90%

give a brief idea of what he thinks of the game.

Overall Score
Our overall impression of the game, incorporating all

Release details

You will find out who is releasing the game, how you can contact them, and the price.

Graphics

Great graphics will score in the mid 80s to 90s, with good graphics scoring about mid 70s to mid 80s. Anything lower than that isn't worth you thinking about.

Sound

Scored in a similar way to Graphics.

Playability

Always difficult to judge, we tend to break it down into: How enjoyable it is to play, How addictive it is, How easy it is to get to grips with.

Difficulty

We now rate the games according to the following categories: A Cinch, Easy, Average, Spot On, Tricky, Very Hard and Variable. Zool might score something like Average.

Comment

Find out our overall impression of the game here, and whether it's worth buying or not.

Second Opinion

Another member of the Amiga Action team will

the factors above. Anything over 80% is worth a look.

LOOKY HERE! THERE'S MORE BESIDES

Goochie's 2nd innings, Burning Rubber, Blade of Destiny, Dogfight, European Champs and more!

ACTION REVIEW ARCADE ADV.

The game that seems to have been well over 65 million years in the making is here at last – but has the wait been worth it? Read on...

JURA



▶ A baby dino makes a break for it. No chance – not against that big gun!

▼ Danger lurks around some, if not every, corner. Good job we brought a tank with us then.



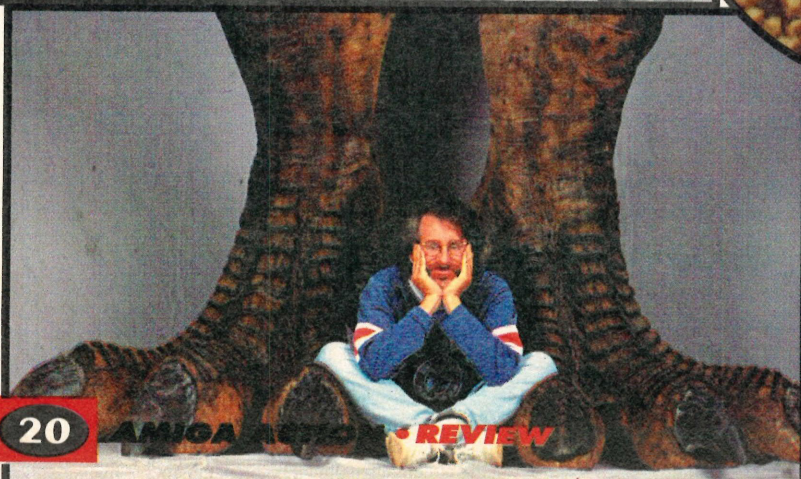
▼ Was there a dry riverbed in the book or film? I never saw one...



▼ No kids – don't touch the funny chickens, they might bite. Your head off, that is.

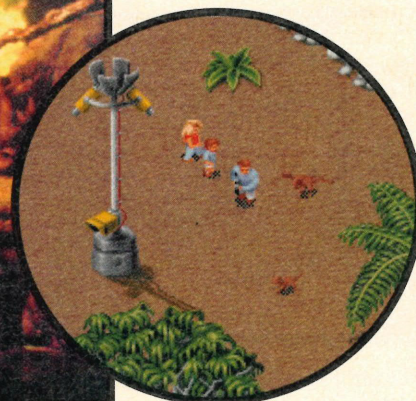


JURASSIC PARK





▲ "Tell you what son - you go hang from the fence awhile. (Chuckle chuckle)."



CLASSIC PARK

Engine), and an indoor 3-D section seen directly through the eyes of one of the characters (slightly reminiscent of Legends of Valour).

The outdoor levels take place over eight different maps, each of which is really quite huge. Every map corresponds to different dinosaur paddocks containing all the creatures seen in the movie plus a few more - for instance, the game includes a Pterodactyl dome only found in Michael Crichton's novel and not in the film.

Big words

In these levels you take charge of palaeontologist Dr Alan Grant, leading him through a series of different tasks which he has to complete (the Motion Sensor computers found on each level will generally tell you what particular mission you must accomplish next). On the Triceratops level, Grant must search the paddock for fruit as he has to heal a sick Triceratops that happens to be blocking the only exit. Whilst on the Tyrannosaurus Rex level he must suss out how to evade the bellowing dinosaur king as it chases him relentlessly along the paddock's narrow paths. As he goes about trying to solve these bigger problems, he continually stumbles across little sub-plots or lesser problems which have to be dealt with first.

The scrolling in these large sections is good, and

some of the problems are quite fiendishly designed (they are all original, so reading the book or watching the film won't give you an advantage!). But unfortunately the enormity of the playing area actually spoils the action. Trekking round whole maps is very time consuming and there isn't always enough going on to keep you interested. The desire to crack the mission and get a sight of your next batch of prehistoric adversaries is admittedly a strong one, but the lack of decent stuff to shoot en route makes some of Jurassic Parks' maps feel just a little too big for their own good. Also the background graphics tend to be rather bland - and a bit more variation in the way different levels look wouldn't have gone amiss either.

Most of the effort seems to have gone into producing the actual dinosaur graphics. These are sometimes frighteningly excellent. The T-Rex is especially good (just like in the film, really!), being both enormous and well-animated. It's worth getting eaten a few times just to see how impressive meeting a grisly death between two sets of sizeable jurassic incisors can be. Nice, squelchy, chewy bone-munching noises mixed with a truly deafening T-Rex roar make getting eaten even more fun.

The 3D indoor parts crop up at various stages of the game, and generally require you to explore a complex of rooms and buildings until you find a necessary object, switch or exit. Life is made considerably harder by the fact that all the game's 11 separate complexes are overrun by that most vicious of prehistoric beasts, the

Bravado is fine, but ▶ don't go in the dino pen unarmed, you idiot!

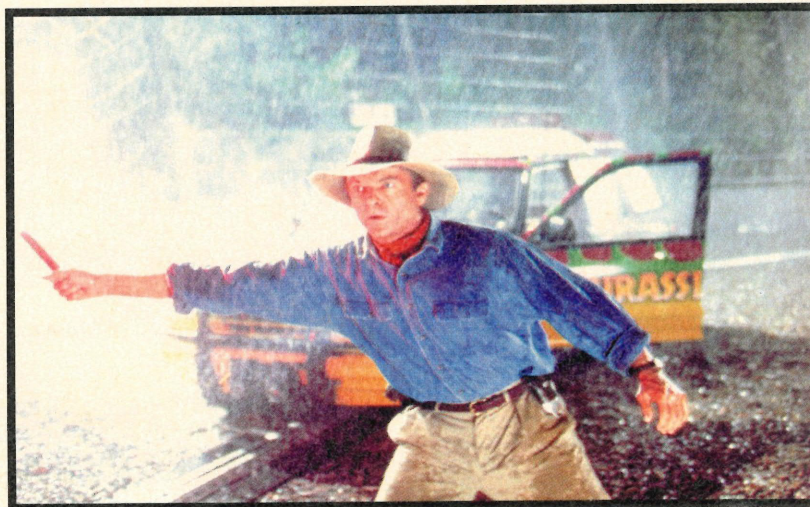


Velociraptor. For those of you who haven't seen the film yet, these man-sized critters move at exceptional speeds and come fully equipped with razor-sharp teeth and a long slashing claw, making them nothing less than devastating killing machines.

The indoor sections of the game are definitely my favourite. The programmers have done a superb job in making the 3D environment move smoothly around you - no moving along a square at a time, or only turning round in 90 degree stages like in



▼ Stegosaurus takes exception to being shot in the head, surprisingly.





Looks like Jeff Goldblum's been on the Holsten Pils again. The kids laugh at him.

At least there are no violent bits where people get eaten unnecessarily, or anything like that.



Dungeon Master and the Eye of the Beholder kind of games. When you move or turn in Jurassic Park, you move or turn in one continuous motion, which makes the game much more realistic. (Imagine Legend of Valour speeded up and with more textured graphics and you start to get the picture).

The game's speed in these sections – particularly on the A1200, from which the screenshots are taken – is a revelation, especially when you run into a velociraptor or two. Rounding a corner and charging headlong into a waiting 'raptor is a severely unnerving experience. The 'raptors also charge and retreat at break-neck speed making them difficult targets for your rifle fire, and even more difficult to run away from. Seeing a 'raptor tail dart fleetingly through the shadows ahead of you really sets the nerves on edge as you inch forward, gun poised, eyes sweeping left and right, trying to predict where the inevitable attack will come from next.

Monot-osauris

Even in this extremely impressive and tense section of the game things can again get a bit monotonous. Although Ocean have obviously tried to make this section an action-fest, I still think the inclusion of a few more objects to discover or puzzles to solve might have increased the player's involvement. It's very refreshing to see they've



included an on-screen mapping device, though.

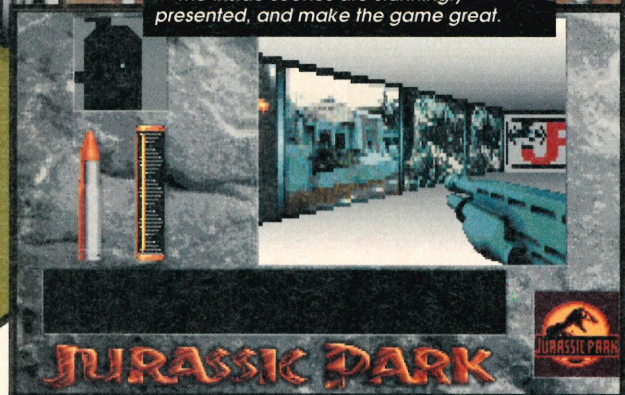
So have Ocean managed to make Jurassic Park live up to the truly incredible hype? Well, the answer has to be yes – just. Certainly nobody who buys the Jurassic Park game will be able to say they were ripped off, as it has to be one of the largest games ever. There are really two games rolled into one, either of which would be able to hold its head up high if it released by itself. Also nobody could accuse Ocean of not making an effort to produce something special – some parts of the game push the Amiga both sonically and graphically to its

limits (you should see the intro and end-of-game sequences on the CD32 version. Like wow, man). The gameplay is not quite intensive or compulsive enough to make Jurassic Park an absolute corker, but it sure as hell makes a fine change from the turgid and unimaginative stuff we are used to getting from big licenses. Even Spielberg has said he likes it, and there's a man who knows a success when he sees one!

Sam Neill charges willy nilly across the park, but the sneaky valoc-whatsit dashes stealthily behind.



The inside scenes are stunningly presented, and make the game great.



THE LOW-DOWN

PUBLISHER: Ocean
CONTACT: 061 832 6633
TEAM: In house
PRICE: £25.99

S C O R I N G	
GRAPHICS	87%
SOUND	89%
PLAYABILITY	88%
DIFFICULTY	TRICKY

The rumour mongers can stop spreading the word. Jurassic Park is a massive and challenging game that is actually just about good enough to live up to the hype. It's a bit long-winded and average-looking in places, but basically this is one of the most impressive licenses yet to hit the Amiga. Ocean have done themselves proud with this: indeed they have set a new standard for film tie-ins that the rest should follow. I like it, in case you were wondering.

REVIEWED BY: John

SECOND OPINION

Oh dear – I'm afraid I've never actually seen the game, because John went to Ocean to see it. I liked the film though, if that's any help at all to you.

OPINION BY: Paul

OVERALL SCORE

88%

Home News

TAKIN' FLIGHT SIMS BY STORM

**'This is
without doubt
the best flight
sim available'**

THE ONE

Exclusive Report from
PSYGNOSIS

IN THE MODERN combat theatre, a war cannot be won without both land and air attack working in unity.

That's why Combat Air Patrol combines comprehensive air strike/intercept capability plus an integrated land attack scenario, linked to your fighter pilot kill ration.

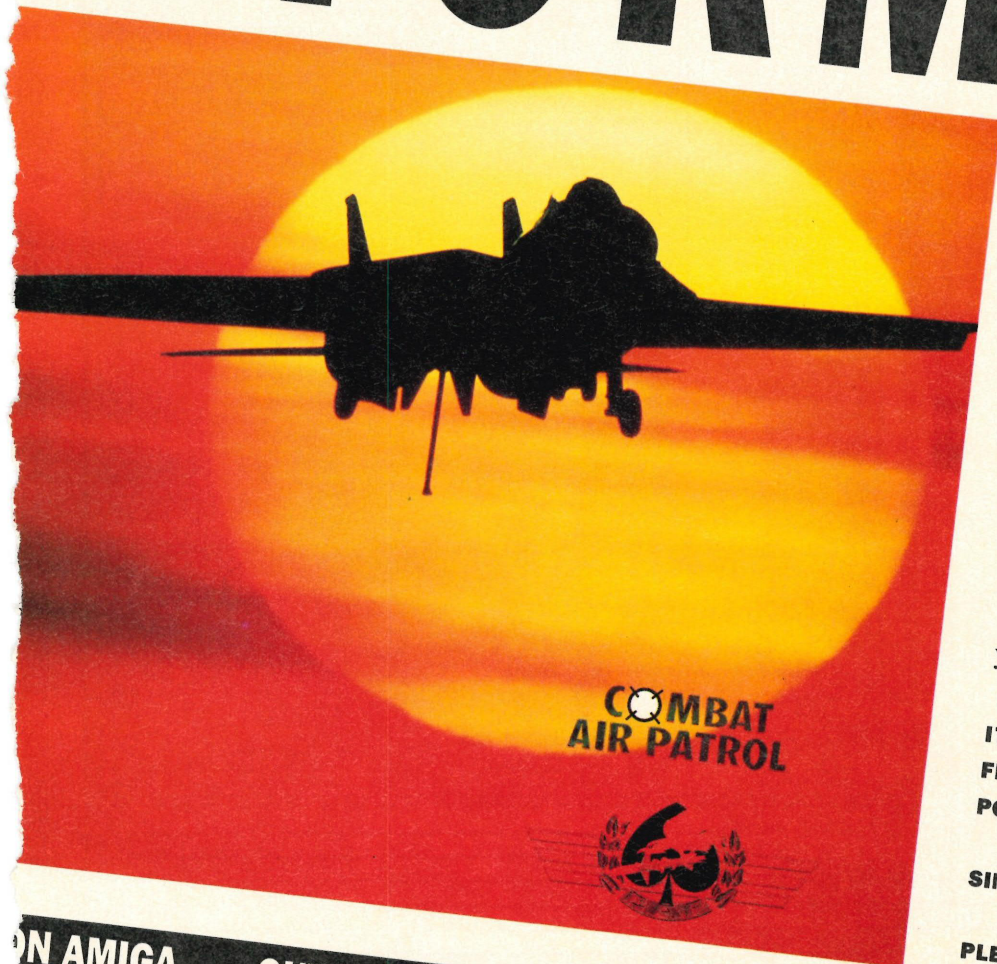
Not only that, the playability of CAP is gonna make it a legend among flight simulators - just as the exploits of pilots and generals in the Gulf War made them a legend.

If you're looking for a thoroughbred flight simulator and full action Gulf War strategy game, then you've got CAP in your sights!

■ "IT'S SO IMPRESSIVELY FAST THAT IT'S HARD TO BELIEVE...THE FASTEST FLIGHT SIM THAT WE'VE SEEN." AMIGA POWER

■ "IT'S PUT THE 'FLIGHT' BACK IN TO SIMULATION." CU AMIGA

■ "IF THE PLANE WAS ANY MORE PLEASURABLE TO FLY, THE GOVERNMENT WOULD NO DOUBT TAX IT." THE ONE

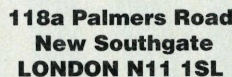


**COMBAT
AIR PATROL**



ON AMIGA..... OUT NOW ON AMIGA..... OUT NOW ON AMIGA..... OUT NOW ON AMIGA.....

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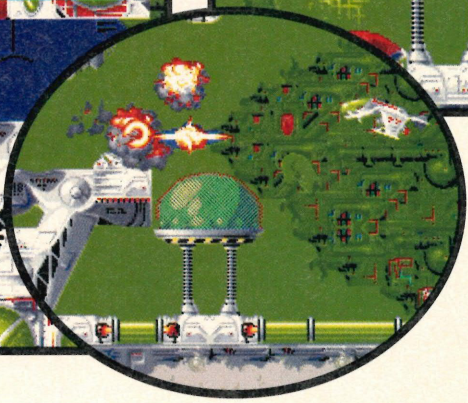
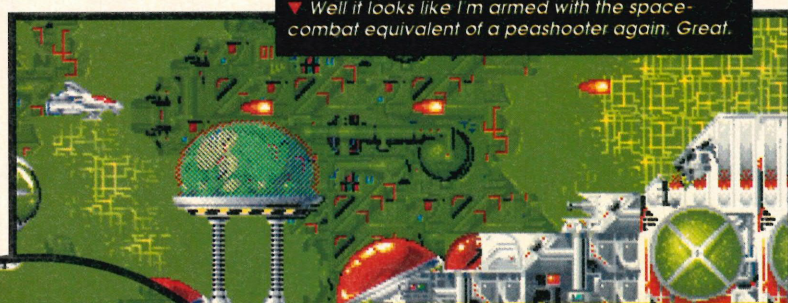
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ACTION REVIEW SHOOT'EM UP

Enter the 24th Century
with guns blazing and
zero life expectancy.

DISPOSABLE HERO



It's a shame, for this release at least, that it has fallen in the month that I came across what I consider to be the best shoot 'em-up on the Amiga to date. Anything is going to have its work cut out for it to come even close to *Blastar* as far as I'm concerned, and unfortunately *Disposable Hero* is not really in the same league.

Set in the middle of the 24th century, mankind has, at last, taken to the stars, discovering strange, and sometimes dangerous new worlds. In the year 2459 the Free Worlds bond was formed to ensure co-operation between the major solar systems.

So, to cut a long story very short indeed, once formed this organisation has kicked off in big style with an unknown force.

A group of men have been selected to combat this and have become a special task force known as D-Hero, of which you are a member. You start your defence of the universe with three spaceships, a default set of weapons and a full energy bar. Your ship becomes severely damaged if it is involved in any sort of collision with an enemy, and naturally, if you sustain too much damage one of your ships will be destroyed.

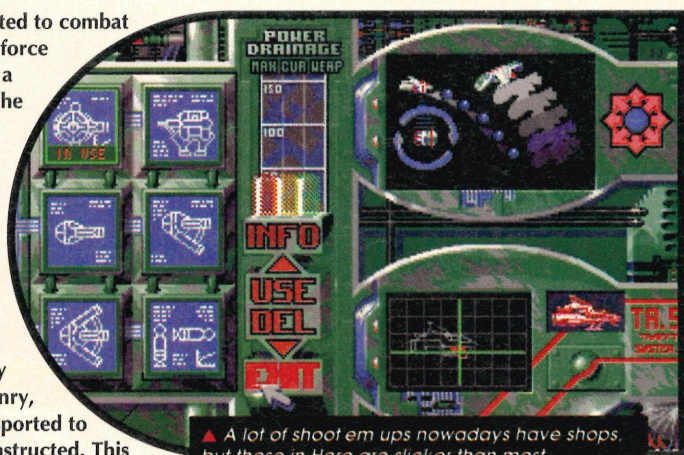
Your ship can be upgraded by picking up blueprints. These are only technical plans for advanced weaponry, and when you pick one up it is transported to the factory where it will then be constructed. This takes a length of time and will not be immediately

available for you to use.

The game itself doesn't play all that badly at all, although it is a little on the slow side. The endless flying across the screen from left to right is a little too linear for my liking, a different perspective now and then would have been much appreciated just to break up the monotony.

Another minor gripe are the sound effects. They are nice enough, but there just aren't enough of them. A few more beefed up gun sounds would have enhanced the atmosphere no end.

Having said that, I quite like *Disposable Hero*, and will probably go back to it again. It's just that I feel there are much better examples around.



THE LOW-DOWN

PUBLISHER: Gremlin
CONTACT: 0742 753423
TEAM: In House
PRICE: £25.99

SCORING

GRAPHICS	73%
SOUND	70%
PLAYABILITY	84%
DIFFICULTY	TRICKY

Disposable Hero is best described as an alright game. Nothing outstanding, but also, nothing particularly bad either. The action is a little sluggish at times, and as I mentioned earlier, the sound effects could have been vastly improved. It does play reasonably well, and it keeps you at your computer for a fair length of time at each sitting. There are plenty of better shoot 'em-ups around, but that doesn't mean *Disposable Hero* isn't worth a look.

REVIEWED BY: Steve

SECOND OPINION

There are loads of options and good long levels, meaning that you should be considering the purchase of two shoot 'em-ups this month. However, if you're skint, then *Blastar* wins by a neck.

OPINION BY: Paul

OVERALL SCORE

80%

ACTION REVIEW SPORT SIM

Goochies back bigger and better than before.



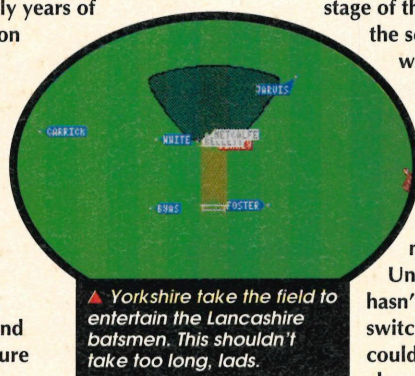
GRAHAM GOOCH'S 2ND INNINGS



Despite cricket being one of the hardest sports to simulate into a video game, Audiogenic did themselves proud with Graham Gooch's World Class Cricket after literally years of work. Now with this latest add on disk they've ironed out the odd hitch here and there, as well as adding a few extra goodies. The most significant improvements to the game are the computer controlled batsmen who are a damn sight smarter than last time and certainly know where their off stump is! This time there are no obvious weaknesses to exploit and any wicket taken is a result of pure cunning and guile.

All the county teams are now available for selection with batting and bowling statistics so up to date, they've hardly happened yet. This is ideal for grudge matches against 'friends' who come from different parts of the country.

Famous moments in cricketing history can also be relived and played out by the computer, allowing you to join in and take over whenever you feel like



it. These matches include Botham's Ashes from 1981, Graham Gooch's 333 runs versus India in 1990 (the sixth highest test score ever) and Fred Trueman's 300th Test wicket against Australia in 1964 with ball by ball accuracy. Statistics can now be viewed from any innings at any stage of the match which is bound to keep the scorers and train spotters of this world happy for hours.

These improvements and extras may sound petty to outsiders who've never owned the game, but to anyone who plays regularly they are priceless variations giving it miles and miles more lastability.

Unfortunately the theme tune hasn't changed but at least you can switch that off. It's just a shame they couldn't use the BBC tune but that's already been used on the Botham

game a few years ago. The ringing echo of leather on willow seems to be crisper than before. More attention has been paid to the general gameplay, including playing onto your stumps (the ball hits the wickets after hitting the bat) which adds realism to an already convincing simulation. If you own this game - buy this disk today. If you don't own either - buy both.

THE LOW-DOWN

PUBLISHER: Audiogenic
CONTACT: 081 424 2244
TEAM: In House
PRICE: \$17.99

S C O R I N G	
GRAPHICS	90%
SOUND	85%
PLAYABILITY	92%
DIFFICULTY	Tricky

The first version was easily the best cricket simulation I have ever seen on any format and wasn't given a good enough viewing when it appeared in these pages. Anyone absorbed by the original (which is just about everyone who owns it) will discover hours more play due to the greater challenge. A game of this nature tends to get played to death and flaws are eventually discovered. These new batsmen have obviously been practising in the nets.

REVIEWED BY: Jim

SECOND OPINION

Old Chunky gave GGWC a slating a few months ago, so I didn't bother with it much. What a mistake! This effectively renders all other efforts obsolete - buy it!

OPINION BY: Paul

OVERALL SCORE

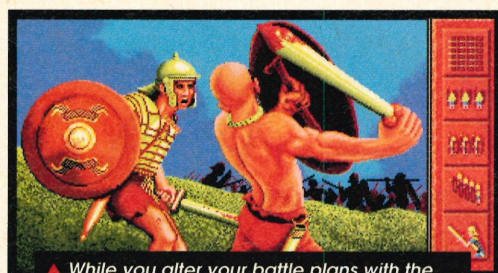
90%



ACTION REVIEW STRATEGY

CAESAR DELUXE

Here's a real chance to find out what people are on about when they say "Rome wasn't built in a day."



▲ While you alter your battle plans with the icons on the right, beware of the skins!

a button. Roads and pipelines can be laid by just dragging the mouse along the landscape, while houses, theatres and the like can be dumped at the touch of a button wherever takes your fancy – planning permission and protesting green groups are a thing of the distant future.

It may not come as too much of a surprise when I tell you that Caesar Deluxe is a revamped version of Impressions' earlier game, the critically acclaimed Caesar. New additions include enhanced graphics and sound, an extra advisor to help you suss out your industrial progress, and a facility for removing mislaid pipes and roads without having to level out all the ground. Also, the behaviour of the Barbarians has apparently been substantially tweaked (youch!).

These changes don't really affect the gameplay very much, however, and some niggly points remain unaddressed. For example, the poor screen scrolling can still cause you to accidentally lay a massive stretch of pipe or road whether you wanted to or not. When you start a new game the gameplay is far too unforgiving, meaning you often have to reload a saved game and tediously repeat a bit of bureaucracy to make sure you get it right next time.

That said, Caesar Deluxe is still a worthy alternative to Sim City, and battle-mongers will be pleased to note that if you own a copy of Impressions' Cohort war game, you can actually use it to have more control during fights with the brutal Barbarian hordes.

A few years back a physically unremarkable man in a toga did a pretty fair job of taking over the world. Before his life was prematurely ended at the hands of his supposed chum Brutus, Kenneth Williams ("Infamy! Infamy! They've all got it in for me!"), a.k.a. Julius Caesar, briefly managed to become ruler of a Roman Empire which covered most of Europe and North Africa. He also managed to bonk Cleopatra, even though his other chum Mark Anthony had been keeping the bed warm while poor Julius was away.

But Caesar the computer game has nothing whatsoever to do with Julius Caesar (nice intro then – Ed). Instead the title refers to Caesar Augustus, a much earlier emperor who unfortunately I don't know anything about! But actually the game doesn't really seem to have much to do with this Caesar either. He just sits quietly in Rome or somewhere and waits for you to impress him.

Impressing such a powerful man is no easy task.

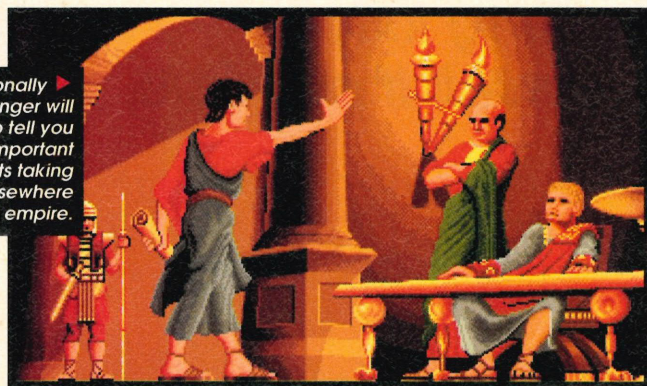
Basically, you must start a brand new city up from scratch, developing an irrigation system, roads, houses, industries, hospitals, schools, entertainments, armies and just about anything else needed to make a suitable environment for the development of a cultured and peaceful society. If you do it well enough, Caesar may deign to notice your prodigious talents and promote you to another more valuable province, where you will have to start all over again.

The game is played via a series of icons ranged along the bottom of the screen. These are a Town Planner's dream, allowing you to improve the city's infrastructure at the touch of



▼ It might not look much yet, but believe it or not this is the birth of a nation. Well, actually it looks more like the death of a village really...

Occasionally a messenger will arrive to tell you of important events taking place elsewhere in the empire.



THE LOW-DOWN

PUBLISHER: Impressions

CONTACT: 071 351 2133

TEAM: D. Lester & S. Bradbury

PRICE: £29.99

SCORING

GRAPHICS	72%
SOUND	70%
PLAYABILITY	75%
DIFFICULTY	TRICKY

The original Caesar scored many points over its competitors with the sheer depth of the strategy involved. Practically everything you might expect to encounter in the building of a new society was carefully included without making the game at all inaccessible. The Deluxe version comes over more as a marketing trick than a particularly improved game though, and as such is only worth considering if you haven't got the original. And I still prefer Sim City.

REVIEWED BY: John

SECOND OPINION

Nice graphics and a great deal of thought required in what is a very enjoyable strategy game. Caesar Deluxe unfolds into a classy build'em-up, and is a surprise hit for me.

OPINION BY: Paul

OVERALL SCORE

74%

ACTION REVIEW SHOOT'EM UP

Kill loads of aliens in space and avoid getting killed yourself if possible.

BLASTAR

Not so long ago, the words shoot 'em-up meant little more than white pixels at the bottom of a black screen, firing a straight line in an upward direction at rows of red and green pixels who were slowly advancing downwards towards the player.

The game Space Invaders may have been crude by today's standards, but this piece of genius programming had an enormous effect on the shape of modern computer gaming. I can't think of another single product that has had such a profound effect.

It is astounding then, when you look back, just how far we have come in such a short space of time. This type of game has endeared itself throughout the period, with classic names such as Zaxxon, Nemesis, R-Type, and the now legendary Project X leaping immediately to mind.

Blastar is billed as the next step forward in the

advancement of the shoot 'em-up genre, and despite being more than a little sceptical after my first look, I have to say that after careful consideration, I would tend to agree.

You must pilot Blastar, the mother of all space ships through five main stages, each containing two sub levels and an end of level guardian. Each level features a similar brand of multi directional scrolling shoot 'em-up action, but unlike most games of this type, the programmers have added a little extra variety by making each of the sub levels a separate mission with its own targets and goals. These missions include shooting and destroying organic defensive systems, blowing up lavic generators and obliterating alien asteroids.

Another nice feature is the ability to, if you are quick enough, avoid confrontation with the particularly fearsome end of level guardians. This is not easily achieved though. As soon as the level's final main target is destroyed, a dimensional gate appears somewhere within the map. The player has only ten seconds to locate and escape through this port. Miss it, and it's an all-out battle against the end of level guardian I'm afraid!

▼ The perspective in Blastar switches at various stages in the game. For instance the end of level guardians are viewed from the front.

If and when you successfully progress through the game, you will be given the opportunity of docking at a place where you can buy extra hardware to add to your arsenal.

Alien Spotters

It is said that the game contains somewhere in the region of 400 different types of alien for you to work your way through. I cannot verify this because, I am glad to say, that I am not bland enough to even consider attempting to count them (perhaps a job for John there!). We'll just have to take Core's word for it on that one and I'm sure we have no reason to believe that it is an untruth.

When I first played Blastar, I have to confess to being less than impressed. There seemed to be very little cohesion in the game at all, and all I seemed to be doing was zooming around the screen, smashing

▼ Your ship can rotate through 360 degrees, and can thrust off in all directions.

▼ As with all Core titles, Blastar is not lacking in the intro department, adding plenty of atmosphere to the game.



▼ You can fire in all directions using your multi-directional shooting apparatus.

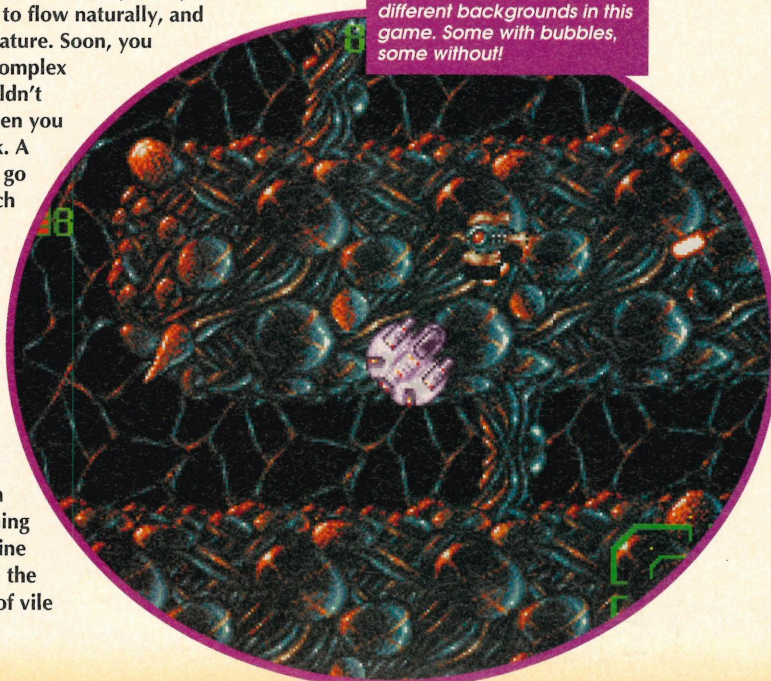


into aliens, and occasionally, if I was very, very lucky, actually managing to shoot one or two.

Never let it be said that I am afraid to admit when I'm wrong, because in Blaster's case I most certainly was. I can now see that my initial dislike was due to that disease all gamers suffer from, namely the I-can't-do-it-so-it-must-be-bobbins syndrome. In reality, Blaster is one of the most playable games I have come across in a long time. Once you get the hang of the control system you will find that everything starts to flow naturally, and in time becomes second nature. Soon, you will be able to carry out complex manoeuvres that you wouldn't have believed possible when you first picked up the joystick. A special mention must also go to the music, an area which is sadly neglected in almost every game that is released. Maybe I'm biased, but I think the type of music used in Blaster, namely dance music of the ever so slightly trancey variety, really lends itself to fast action games of this ilk. Nothing gets the adrenalin pumping as much as listening to a good, throbbing bassline (well, almost nothing!), all the while obliterating hordes of vile aliens. Nice one Core.

game of this type on the Amiga that you would care to mention. There are those who will refuse to acknowledge Blaster as a better game than the Team 17 effort, but, believe it or not, there are still some people who believe that the 500 is a better machine than the 1200, and what I think of those people really is unprintable!

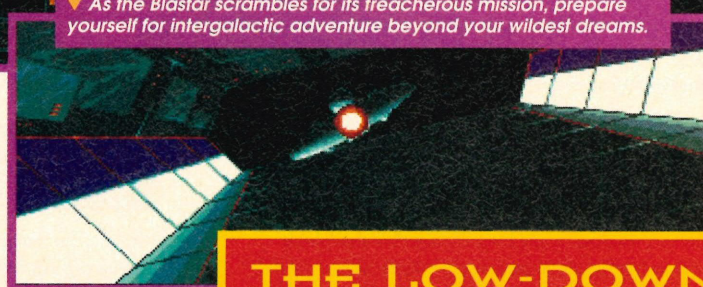
▼ There are a multitude of different backgrounds in this game. Some with bubbles, some without!



▼ When you reach a shop, it is time to upgrade your ships weaponry, and recharge your shields. Essential if you are to succeed.



▼ As the Blaster scrambles for its treacherous mission, prepare yourself for intergalactic adventure beyond your wildest dreams.



THE LOW-DOWN

PUBLISHER: Core Design
CONTACT: 0332 297 797
TEAM: In House
PRICE: \$25.99

S C O R I N G	
GRAPHICS	84%
SOUND	92%
PLAYABILITY	86%
DIFFICULTY	Spot on

If you have read the review, you will know what I think of Blaster. If you are the type of person who likes to just skip straight to the comment, I'll summarise it just for you. Blaster is by far the best shoot 'em-up on the Amiga in my opinion. I like everything about it, from the missions aspect of the sub levels, to the fast and frantic, yet controllable action, and even the music, which is right up my street. This is almost flawless, and certainly lays Project X to rest as far as I'm concerned.

REVIEWED BY: Steve

SECOND OPINION

The question of whether it beats PX is still one for debate in my opinion, although it is certainly an equal. Now pardon me while I dodge Steve's flailing fists.

OPINION BY: Paul

OVERALL SCORE

86%

ACTION REVIEW PUZZLE

GEAR WORKS

Gosh, this puzzler really gets the old COG-nitive functions working in overdrive.

Right hold on one minute. Before you read any further, just have a look round the page at the screenshots... OK? Now, as you were staring at the far from storming graphics, did you start to wonder if we usually reliable people at Action had boobed and accidentally slipped a PD page into the full-price section, or what? Well, please be assured that we haven't messed up this time and yes, these really are images from a seriously new wad-reducing puzzle game.

The rather bizarre objective of Gear Works is to convert 12 of the world's most famous monuments into clocks. To achieve this, you have to join together a series of cogs inside each building which emanate from the power generator on the ground floor. Each level is played a screen at a time, and to move on you have to join the two red cogs placed at opposite ends of the play area. This is achieved by placing cogs on the numerous pins dotted around. You have three sizes of cogs, which interlock together in different ways and automatically appear one at a time. This means you have to make do with which ever piece you get.

Anyway, gameplay explanation over, take a look at the screenshots again and try to imagine what they might, nay, should have been like. Think how much bigger the main game screen could be. Consider how little effort it might have taken to make the control panel along the bottom look less like a Speccy rip-off. Be amazed that nobody realised the between-level bonus fruit machine looked like something from 'Learn How to Programme your Commodore 64'. Most of all, think of games as far back as Defender of the Crown and then wonder how 'Gear Works' excruciatingly dismal renditions of famous landmarks can dare to be so bad.

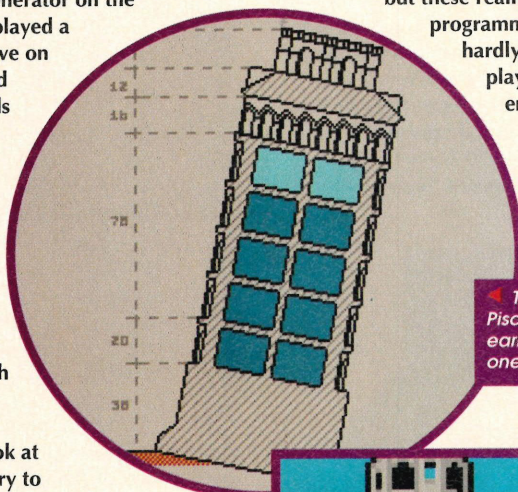
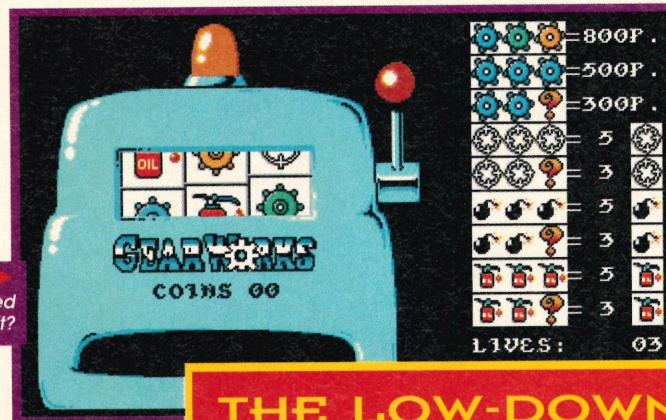
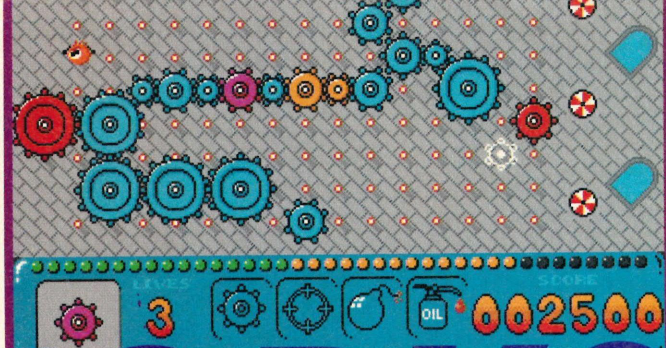
Of course there are some puzzle games with a decidedly bland presentation which still manage to play well. Klax, Tetris (the Infogrames version) and

Did you know that in Las Vegas amusement arcades are insured against not making a daily profit?

Pipemania, for instance, could never exactly be described as having avoided a beating from the ugly stick. But they still played like a dream, and that is what really counts in the final analysis. Gear Works, however, just does not have enough variety or strategy to keep you engrossed or tempt you back for more. The programmers have attempted to put a bit more variation into the game by including a couple of creatures that rust cogs and break off pegs, but these really just feel like tackily-programmed add-ons. And you're hardly likely to be tempted to play on just to wait for the end-of-level reward scenes when they're as pathetic as these ones. This isn't really that highly recommended, I'm afraid to say.

The leaning tower of Pisa, as drawn on a very early architectural sketch one presumes.

This is your reward for turning the old Pisa tower into a clock. Aren't you glad you bothered?



THE LOW-DOWN

PUBLISHER: The Software Business
CONTACT: 0480 496497
TEAM: Hollyware Entertainments
PRICE: £19.99

SCORING	
GRAPHICS	45%
SOUND	42%
PLAYABILITY	58%
DIFFICULTY	AVERAGE

This game would be OK as a PD game, or just possibly a budget release, but to charge full whack for it is just ridiculous. If you're mad on puzzle games and you feel like emptying your pockets that much, why not get a CD32 with Diggers instead? Gear Works just doesn't have anywhere near enough variety or features to keep you coming back for more, even after you've had a game or two, whilst the poor level of presentation is really inexcusable.

REVIEWED BY: John

SECOND OPINION

As a budget game it might be a good buy for complete puzzle fanatics, but as it stands, Gear Works - though some ideas are good - lacks the makings of a

OPINION BY: Paul

OVERALL SCORE

54%

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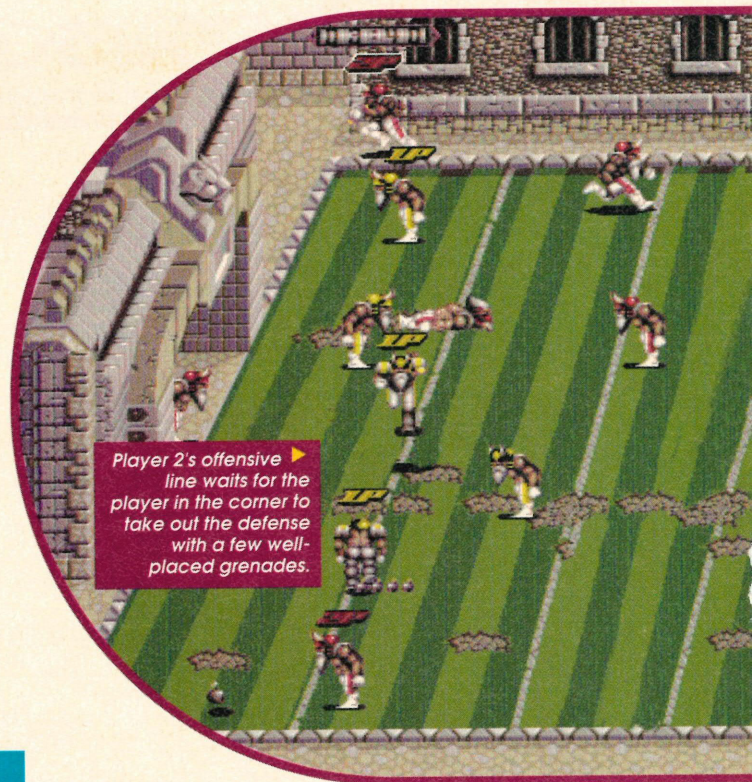
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(Dept AA NOV 93)

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ACTION REVIEW SPORTS SIM

Take control of a tribe of hairy Vikings and completely atomise the opposing team. Sheer brutality!



BRUTAL SPORTS FOOT



By 2034 American Football was officially classed as being boring and audiences were staying away in droves. They much preferred to go out and watch a drive-by shooting or gang-land murder than to nipping down to the local superbowl to see a bunch of sissies in body armour run round grunting a lot.

Then in stepped the aptly named Dan Syco. In a flash of pure inspiration he envisaged a way to bring the fans back to sport and introduce a much needed form of population control. All you had to do to

solve all society's problems, he said, was make a sport totally based round death and violence (Ah, somebody with a bit of sense at last!).

And so the most downright gut-wrenching sport the world has ever seen was established and imaginatively called Brutal Sports Football. And, of course, it pulled in enormous crowds.

The, erm, 'rules' suited public taste perfectly. You could win a Brutal Football game by outscoring the opposition (yawn) OR by slaughtering six out of their seven players (great). Each game lasted for

Beating the Opposition



GRENADES: Make your attack go with a bang.



SHIELD: Protects player from attack.



CAULDRON: Lets you chuck fireballs at the opposition.



REPEL: Shields a player so he can bounce the opposition into touch.



SWORD: Gives you a cutting edge attacking opponents.



TORTOISE: Slows down your players, surprisingly.



JOYSTICK REVERSE: Reverses moves on opponent's joystick.



ICE CUBE: Freezes opposition for a set duration.



RABBIT: speeds up your players.



RUNNING BALL: Ball sprouts legs and follows your player for a time.



POTION: Renders player invisible for set amount of time.



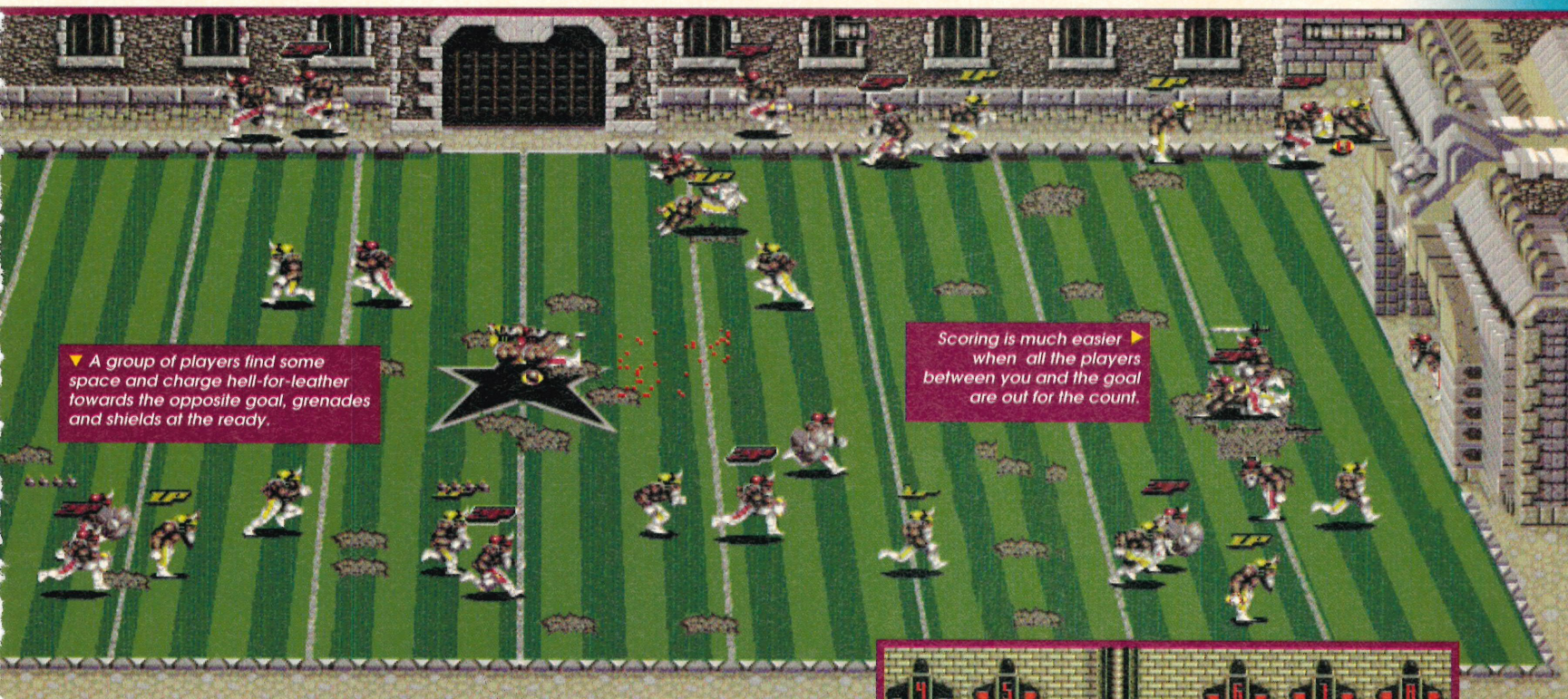
FIST: Increases punching power for a time.



LIGHTNING: Strike down opposition with a bolt from the Gods.



JOYSTICK SWAP: Swaps joystick controls between players.



▼ A group of players find some space and charge hell-for-leather towards the opposite goal, grenades and shields at the ready.

▶ Scoring is much easier when all the players between you and the goal are out for the count.

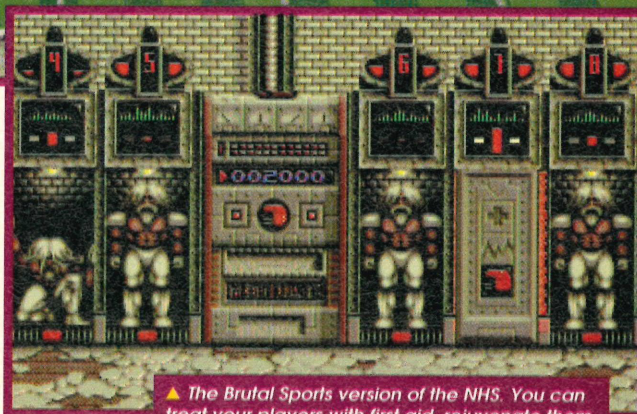
BALL

seven minutes and the rules stated that from the moment the game began, the rules no longer applied (ream). Finally, if a game ended in a draw the ball was dispensed with altogether and injury time was played. But here injury time didn't refer to the amount of time lost during normal time when injuries to players are treated. Oh no. Here it referred to the time you had to actually inflict injuries onto the other players. Each team fought to

the death, with the first person to kill six opponents winning. Now if that isn't a much better way of sorting out the men from the boys than just throwing a little ball about, I don't know what is!

The computer version of Brutal Sports takes up the jokingly over-the-top violence of its storyline with gusto. Single games are called 'unfriendlies', and the now-essential game stats would rather show the number of punches thrown and head-kicks delivered, than weedy stuff like the number of shots on goal and the amount of ball possession. And then of course, there's that amusing play on the idea of injury time.

The game remains admirably OTT during the actual matches. As well as being able to just punch people or polish off an already-flattened opponent with a few sickening head-stomps, a variety of weapons randomly pop up on the pitch and can be



▶ The Brutal Sports version of the NHS. You can treat your players with first aid, rejuvenate them with the 100% successful electric shock treatment or, erm, sew their heads back on.

picked up and used with horrendous results.

These weapons and so called 'tackling techniques' can also be used on your own players. Naturally you don't want to do this too often (unless ripping the other team to pieces isn't psychopathic enough for you), it certainly adds to the general carnage on display. So, if some aggressive manoeuvre misses its intended target the chances are that you'll still be able to inflict some life-threatening wound on one of your own unsuspecting team-mates.

When a player dies during a game, his head falls off. Yes, just in case the sight of countless spurts of blood and cries of agony from the unfortunate player had failed to convince you that his days were indeed numbered, you also get a chance to play footy with his bonce. In fact, loose heads can be pretty darn useful as weapons if hurled or drop-kicked at some nearby opponent.

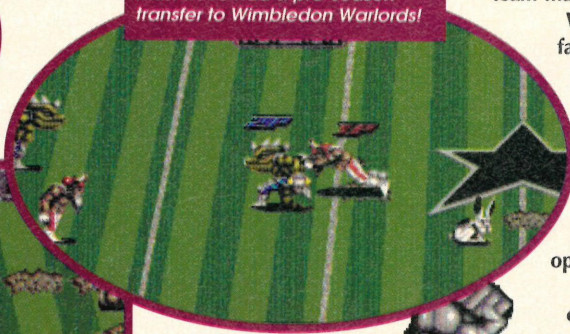
Other slightly less violent features also crop up from time to time; including lightning strikes, ice cubes, magic potions, running balls, and my personal favourite, the joy pad swap which temporarily gives you control of the other team. See that stupendous info panel again for more details.

But who cares about shandy-drinking features like this. Violence is what it's all about and Brutal Sports

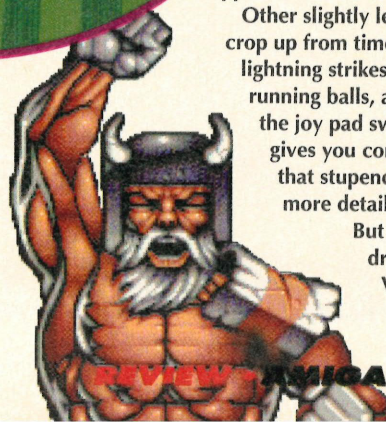
▼ Does this look like the front row of a Megadeth concert or what?



▼ Ay up, It's Vinnie Jones! He must have had a pre-season transfer to Wimbledon Warlords!



▶ Just a small example of the mindless slaughter to be enjoyed during the aptly named injury time.





contains enough of it to require an instruction manual filled with a whole glossary of terms to help you irritate your envious mates. To 'ace' someone is to remove their head in one attempt, a 'belly vent' is a sword-slash across the midriff, to 'kebab' someone is to skewer them as they come down from a catch, to 'mince' someone is to turn him into burger meat by extreme use of a sword, and 'ratatouille' describes the state of a player after a mincing. The list is endless.

As I'm sure you must have guessed by now, the violence in Brutal Sports is strongly laced with humour. The game never takes itself too seriously, so playing it is nothing but fun (honest, worried mums). Getting a few mates round for some two-player frenzies provides about as much of a doss as you could ever expect from your trusty Amiga.

Brutal battering

At first I found the match-play a bit too clumsy and constricted - the players just seemed too big for the pitch. Thankfully I soon wised up to the fact that the less space the players have to run around in, the more chance there is of some good hard physical contact. And it has to be said, that dreaming up new ways to savage an opponent really does have even more appeal than just running round with a ball tucked under your arm.

But Brutal Sports has its flaws. The most immediate of these is the apparent slackness of the game's presentation. The graphics seem a bit dull throughout, and this is certainly true of the stats and menu screens. Perhaps a few more sound effects wouldn't have gone amiss either (although what effects have been included are admittedly good) and



▲ This is a Viking kicking a ball towards the goal. Do I have to explain everything, for heaven's sake?

► It's surprising how easy it is to score when the opposition are all stuck in blocks of ice.



▲ The repel icon encases a player in an impenetrable force-field which comes in very handy when squashing people against walls.

◀ Monty Python's white rabbit (see the Holy Grail) and a couple of lizards line up for a slice of Viking toast.

there has definitely been a lack of effort involved in the one-player option. Although it is nice to be able to play against other types of teams (Lizards, Wild Goats and Rhinos), each with their own special moves and skills, the leagues are just too small to get you as involved as you might get in say, Speedball 2.

Further comparisons with Speedball 2 highlight a few more places where Brutal Sports could have done better. For instance, each player in Speedball 2 had his own name and face; in Brutal Sports each player looks exactly the same. This really does make the game less involving. Also, after a Speedball 2 match there was a huge number of team-improving options available; in Brutal Sports there are essentially only three and this greatly lessens the strategic possibilities.

It would be unfair to end on such a negative note. In spite of some limitations, this is still a fine, erm, sports simulation which deserves a place in the collection of anyone who likes games to be a bit on the rough side and thinks sportsmanship should be a thing of the past. And that's most of you, probably.



THE LOW-DOWN

PUBLISHER: Millenium
CONTACT: 0223 844894
TEAM: In House
PRICE: \$25.99

S C O R I N G	
GRAPHICS	88%
SOUND	84%
PLAYABILITY	89%
DIFFICULTY	AVERAGE

A mix of violence and humour is always a winning combination in my book, and Brutal Sports piles on both in spades. The two-player game is superb, and a good deal of thought has evidently gone into making the whole game as humourously tasteless as possible. If the same effort had gone into the rest of the game design, Brutal Sports could have been a classic. As it is, it's just very good.

REVIEWED BY: John

SECOND OPINION

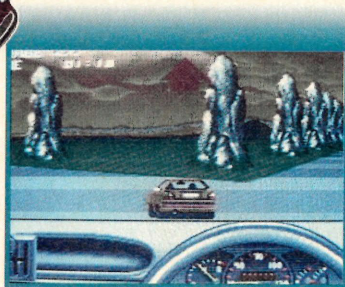
Brutal Sports Football is certainly not a game for people of a nervous disposition. There's so many options for you to tinker with! As for injury time, I just love it!

OPINION BY: Andy

OVERALL SCORE

87%

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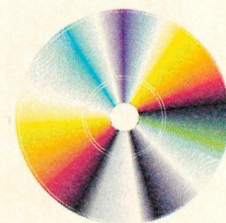
ACTION REVIEW PUZZLE

Enter the mines of Zarg
and try to become the
Ace of Spades!

A
AMIGA ACTION
ACCOLADE



DIGGERS



It's here at long last! Our first full look at a new game for Commodore's latest foray into the world of interactive CD.

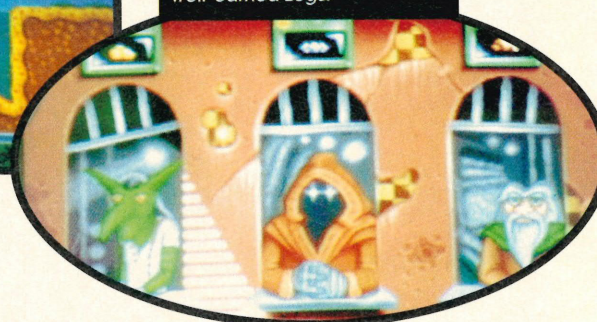
Surely we can expect a veritable feast of eye-popping graphics and ear-busting sonics? Beyond a shadow of a doubt we will instantly become the envy of all our chums as they sit, mouths hanging open wide, as sheer arcade brilliance explodes across the screen? In short, this will be something to blast everyone's socks off and make the whole world cry "Lordy, this CD32 sure is really smart!"

So, trembling with excitement, the gorgeous gold CD thingy is slipped into the rather plasticity Amiga console thingy (look, we deal in games, not hardware, alright?) and we wait with bated breath. And then, after a few moments of staring at an, erm, 'enigmatic' black screen, something really rather dull happens. Yes, instead of the high-definition, 256,000 coloured graphical extravaganza we expected, we get a distinctly tacky looking driving-through-a-tunnel sequence that wouldn't look out of place on your trusty old Commodore 64. Still, the music's OK in a cheesy



◀ A dedicated team of hardy Grablins gather outside the Zarg control centre ready to embark on their tunnel-fastic adventures.

▼ Take your gems to the Zarg bank and swap them for a few well-earned zogs.

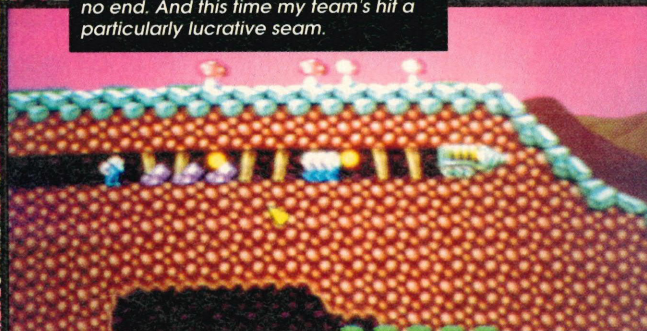


kind of way, so let's not give up all hope yet.

Well now let's move into the intro sequence where things begin to look up slightly. As the music bobs merrily along, a series of colourful and effective landscapes whisk by, showing us the approach to the mining control centre on the barren hostile planet of Zarg and a particularly good piccy of the various tribes of miners you'll meet on your subterranean adventures.

Once you're properly into the game, it quickly becomes apparent that you're going to have to read the in-game book if you're going to have the foggiest idea of what's going on. This is a bit of a pain, to be honest, but at least a few illustrations and jokes have been included to make it as good a read as

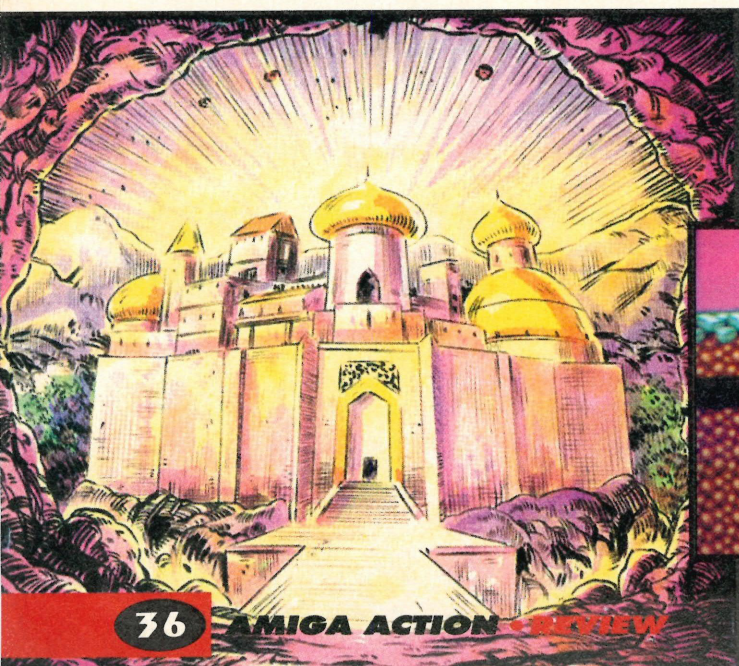
▼ Using a tunneller speeds up digging no end. And this time my team's hit a particularly lucrative seam.

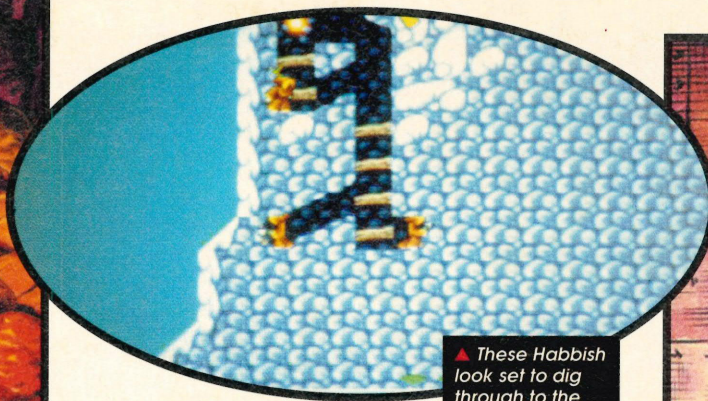
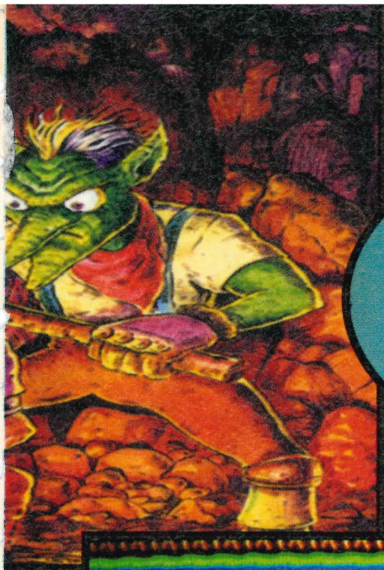


possible. It also hints at stuff like dinosaurs, lost civilizations and nifty ways to trap and kill your opponents. This starts to set the mouth watering as the game continues. But still, we're hardly seeing any awe-inspiring new-technology kind of stuff yet.

Finally we can move into the actual game. And frankly the first glimpse of the main playing area was possibly the most underwhelming experience I've had since seeing Alien3. The view is a standard side-on view of a little bit of the planet surface and an awful lot of the planet's soil. Practically the only first impression you get is one of brownness, sheer,

screen-filling, certainly-not-256,000 colour brownness. Then, with a heavy heart, you start trying to get your five miners to do what you tell them to - and generally fail dismally. The whole operation system just seems completely unintelligible, rows of icons pop up all over the place and you don't even have the slightest idea of what to do with them, even after reading the in-game book. All you

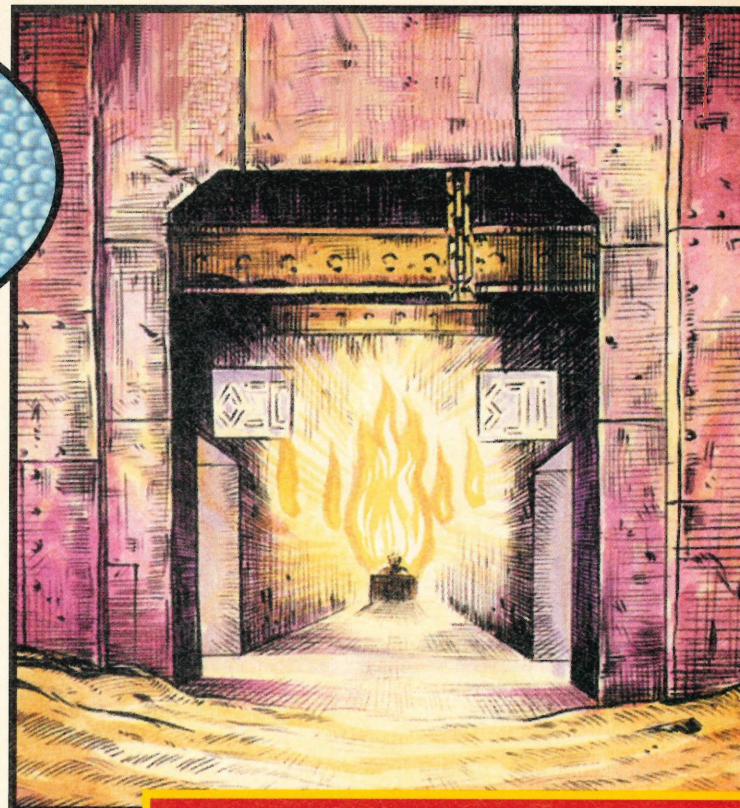




▲ These Habbish look set to dig through to the water on the left. Not a good idea, unless they've got some flood gates handy.



◀ Hmm. This landscape seems to be designed in the shape of the letters R and S. I wonder what word they might be at the end of, then?



know at this stage is the basic point of the game, which is that you must get your miners to excavate countless tunnels and shafts in a search for buried gems and treasures. These incidentally can be traded in at the bank to bolster your chosen race's flagging fortunes. Each miner can be used separately and can be instructed by a series of icons to perform a number of different activities - including digging in eight directions.

So, this game is utter rubbish, then? Nope, it most certainly isn't. Forget it if you were expecting to be blown away by the abilities of some new hardware, persevere with the controls for a while, and hey presto, you suddenly find yourself more hooked than hooked itself.

Manic miners

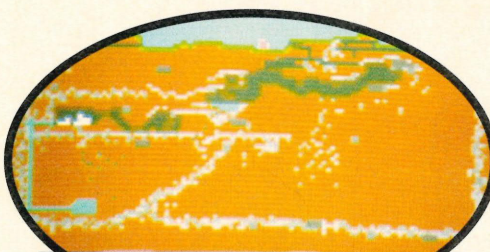
It's difficult to say exactly what makes this game so addictive. Normally nobody would be expected to describe the sight of five little men digging tunnels as compulsive, but, well, it just is, OK? No doubt a big part of the game's appeal comes from the way you play each mining section against a computer-controlled opponent. To win a level you either have to collect a specified amount of treasure or else wipe out all the enemy miners. This latter option can be achieved in a number of ways, including punching them into submission, trapping them in a flash flood, running them over with a tunneller or even blowing them up with dynamite and there's more.

The game's strategy side grows deeper when you start spending some of your hard-earned cash on buying a few mining-related commodities. Bridges, lifts, corkscrews, tunnellers, trains, dynamite, inflatable dinghies... you name it, and the Zarg shopping centre's got it. Admittedly it takes a while to suss out how to use some of these, but the game is more than addictive enough to make sure you keep trying until all becomes, as they say, clear. In fact, finding out for yourself exactly how the equipment works soon becomes part of the fun.

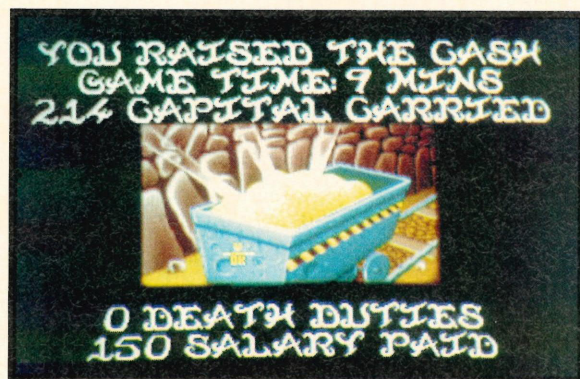
All this activity is accompanied by a truly

mesmerising, Blade Runner-esque soundtrack which cleverly eschews a conventional tune in favour of a few haunting chords and industrial sound effects so that it never becomes tedious. If you're still looking for a reason why this is a CD specific game, the soundtrack will just about do it for you.

The game is perfectly paced, never becoming too frenetic and only becoming a bit dull if you get down to just one miner. It is also beautifully structured so that you are not just restricted to a purely linear progression through the game's levels. There is an overall game objective (collect enough money to buy something your race has always wanted) as well as the objectives for each level. And... well, let's just say I love it, shall we?



▲ Electronic maps of the levels may be rather costly, but they're worth every penny.



THE LOW-DOWN

PUBLISHER: Millenium

CONTACT: 0223 844894

TEAM: Toby Simpson

PRICE: See Paul's opinion!

SCORING

GRAPHICS	84%
SOUND	90%
PLAYABILITY	94%
DIFFICULTY	SPOT ON

A totally addictive and stunningly original masterpiece. Hardly the sort of game to show off what the new CD32 is capable of, but a truly marvellous game in its own right. The only big drawback is the lack of a decent instruction manual to help you along at the beginning, but with a little effort you'll find yourself totally absorbed in a puzzler to rival even the mighty Lemmings series. A game to grow old with.

REVIEWED BY: John

SECOND OPINION

It's dead good. OK - now that's out of the way, you might like to know that Diggers is free. Well, not free exactly, but it's bundled in with the CD32, and won't be released standalone for a bit.

OPINION BY: Paul

OVERALL SCORE

91%

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ACTION REVIEW ROLE PLAYING

It's off to Arkania to meet our destiny and suffer an Attic attack!

Your adventure begins in the Temple of Travia in Thorwal. When you leave here untold hardships and adventures await you.



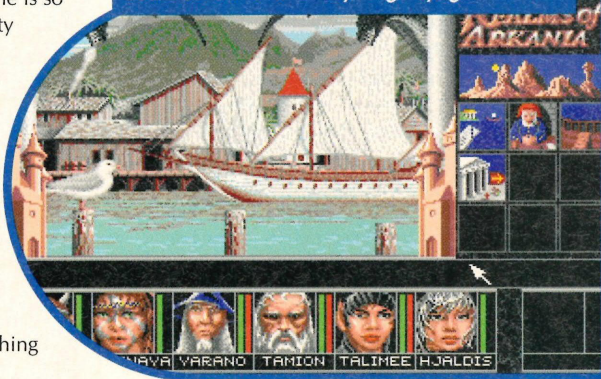
BLADE OF DESTINY

I am a big RPG fan. Actually that's not quite true anymore. These days, this type of game is so run of the mill that it takes something pretty special to leap off the shelf and grab me. US Gold's last effort, Legends of Valour took a different approach to anything that had gone before, and although it didn't quite work it must be commended for at least having a go.

It has to be said that right from the off I was disappointed with Blade of Destiny. I was expecting to see another smooth scrolling 3D extravaganza, but unfortunately we are back to that old familiar flick screen job. Ah well, I suppose you can't have everything all of the time, can you?

Apart from that minor criticism though, Blade of Destiny is not at all bad. It is the first game in what would appear to be an ongoing series going under the title Realms of Arkania. This first adventure takes place in Thorwal, located in the far north west of Arkania, home of intrepid seafarers and rich in the treasures of countless robberies!

▼ If you have enough money to pay for it, you could be in line for a very long voyage.



Unfortunately, all is not well in Thorwal. Vicious gangs of Orc warriors threaten the peace and tranquillity of the inhabitants. They have only one hope of salvation – The Blade of Destiny – the now legendary cyclops sword which vanished with its owner in the Orclands many years ago. There are two questions that have to be answered. Does the legendary weapon actually exist? And can this mighty artefact stop the wild hordes? You and your intrepid party must find the answers to these secrets, and in the process save the good people of Thorwal.

If you've ever played an RPG before then there will be nothing to surprise you in this – all of the usual sword and sorcery refinements have been included. If you have never encountered a game of this type before, then a most pleasurable experience awaits you. All you can possibly say about Blade of Destiny is that it is a good, solid RPG. Nothing more, nothing less...

▼ What a top guy! Bronzebuckle is the type of person you would want next to you in battle.



THE LOW-DOWN

PUBLISHER: US Gold
CONTACT: 021 625 3366
TEAM: Attic
PRICE: £39.99

S C O R I N G	
GRAPHICS	73%
SOUND	70%
PLAYABILITY	81%
DIFFICULTY	VARIABLE

I have mixed feelings about this one. On the one hand I can see that it is an excellent RPG, rich in storyline and high on interest for the player, however, having seen what machines such as the PC are capable of in this field, I find myself wanting just that little bit more. Still, if the Amiga is not capable of such amazing feats, as we are constantly informed it is not by various people, then Blade of Destiny is a more than acceptable substitute.

REVIEWED BY: Steve

SECOND OPINION

A beautifully presented game with an involving storyline, sadly let down by its distinct lack of original ideas. And it is all but impossible to play without a hard drive. Shame really.

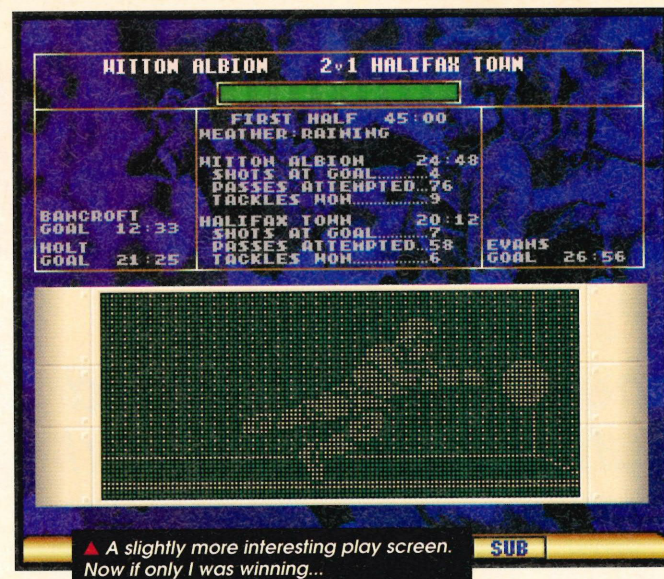
OPINION BY: John

OVERALL SCORE

77%

ACTION REVIEW SPORTS SIM

With the mighty reds still atop the league, it's time to stride down the tunnel and sample the lush green turf once again.



▲ A slightly more interesting play screen. Now if only I was winning...

PREMIER MAN

Football management games have always been pretty much the same, since there is only so much a programmer can do with a set of team statistics and a basic game engine at his disposal. Domark's Championship Manager and its more modern brother stand proudly at the top of the pile in most peoples eyes, including as they do so many of the realistic features of what (probably) occur in the daily running of a footy club.

To me though, Premier Manager is the number one as far as management games are concerned. True, it doesn't have a lot of action in the playing sequences, but the way it's presented, and the moderate but fair level of difficulty mean that it stands above all others.

Imagine my delight then, when – despite the fact that PM is still riding high in the charts – I learned of a sequel wending its ball-dribbling way to the office.

Premier Manager 2 has been programmed once again by Realms of Fantasy, and takes the bones of the original and builds on them in every way. Well I say 'build' – the fact is that PM2 incorporates only a two player option, as opposed to the original four. The reason for this is a bit unclear, but the chances are you'll be playing it alone more often than not, so it's really no big deal...

A good squad of players is all important, and the selection is an aspect which has been left largely untouched. Players can still be bought and transferred via the transfer market, although to be honest the prices are a touch on the high side (would you pay in excess of £300,000 for a midfielder from a third division club?).

A third substitute is now available in the shape of a goalkeeper, and whereas previously a choice of the standard formations were offered, there are now sixteen shapes that your team can take, including the defensively ridiculous 2-3-5! Styles of tackling, passing, marking and shooting can also be dictated, and changed at will during a match.

Life still begins in the lower reaches of the part

time leagues, but with a bit a financial wrangling you can soon be enjoying palatial surroundings with the brand new ground improvements option, whereby your stadium actually builds up in front of your greedy little eyes.

An important thing to remember in Premier Manager 2 is the power of the people. No, I'm not on about 70's hero Citizen "Wolfy" Smith, but the supporters and directors, whose confidence in you will be reported through your witch-like secretary after every match.

Provided you can tie your players to reasonable contracts before the season begins (yes – another new feature there for budding agents), you can compete in the league and up to six domestic and foreign cup competitions. Those who like some action will be pleased to know that the

play screen has been vastly improved, with a scoreboard-like readout showing a limited number of plays as they take place.

An important point to note is that the finances have been tightened up, with bank loans now far more realistic, so check on the state of your wad before borrowing countless millions!



▲ Milly the club secretary doesn't take kindly to randy young managers – keep your hands to yourself!



▼ A brand new menu screen in all its splendour. Pardon me, but I have a fax in...

THE LOW-DOWN

PUBLISHER: Gremlin
CONTACT: 0742 753423
TEAM: Realms of Fantasy
PRICE: \$25.99

S C O R I N G	
GRAPHICS	82%
SOUND	70%
PLAYABILITY	90%
DIFFICULTY	TRICKY

A standard comment for a sequel such as this would be that owners of the original need not apply. Well I am an owner of the original, and I will certainly be hovering around the post room when the boxed copy of Premier Manager 2 is due. It takes the whole football management scenario one stage further, and although more complex than its predecessor, loses none of the addictive appeal which made it the success it was. Another big time winner from Gremlin, especially considering the foreign data disks that are on their way.

REVIEWED BY: Paul

SECOND OPINION

I'm afraid I have to agree with Paul in every department. It's certainly one of the better footy management sims.

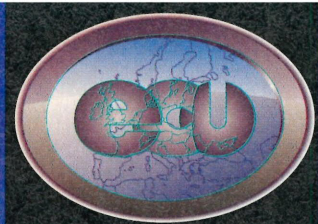
OPINION BY: Andy

OVERALL SCORE

87%



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▼ Poor though your players are, perhaps an ounce of talent can be squeezed by using the comprehensive new tactics.



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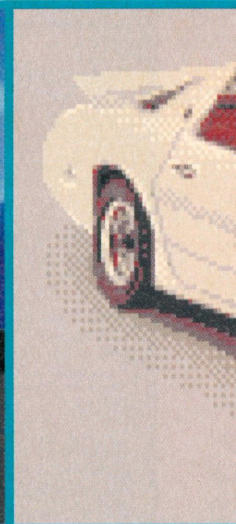
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ACTION REVIEW RACING

Put the pedal to the metal, the heel to the steel and speed off into the sunset.

▼ Look at that, eh. Typical policeman, hiding behind a sign. I mean it just doesn't give speeding psychopaths a chance, does it?



BURNING RUBBER

Racing games are funny things. From the dawn of the home computer explosion, people have continued to swarm out in droves to pick up the latest fast-driving, hard-cornering, turbo-charged driving sim, often irrespective of whether it's actually any good or not. Belting round a formula one track, hurtling at breakneck speed down narrow twisting roads, making dare-devil leaps over seemingly impossible distances – the format hardly seems to matter. As long as a game puts you in control of something with wheels and the basic object is to go as fast as possible then it seems almost guaranteed to pull in the punters.

Still, although there have been few really great racing games (Formula One Grand Prix and Crazy

Cars III stand head and shoulders above the rest), there haven't been too many real dogs either. But with its primitive graphics and tedious gameplay, Ocean's Burning Rubber very nearly lets the side down, but not quite.

The race takes place Outrun-style through a series of different countries and cities in Europe and America. A guy called Fast Fred has taken up his father's chain of car-part shops and has organised a series of underground races around various different parts of the world.

Before you start you choose your favourite car from a choice of twelve, six American and six European. It has to be said here that the American cars win hands down in terms of sheer size and

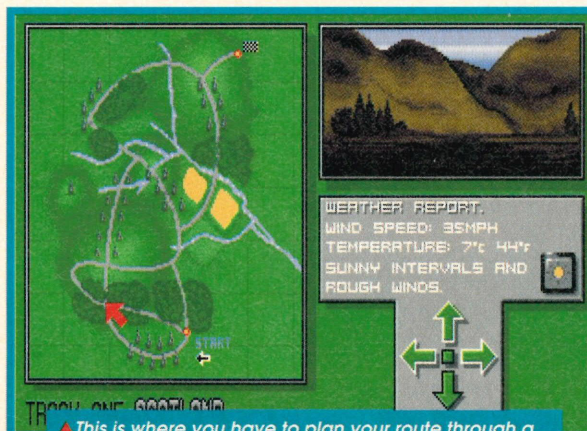
impressiveness; in Europe we have to look distinctly average in a Fiesta or Golf, while in America we can pose to our hearts content in a Firebird or Trans Am. This must go to prove Europeans are more secure in their masculinity, or something. But none of this really matters anyway, because practically all the cars look pretty awful thanks to some of the cheesiest digitising I've ever seen. The cars in Test Drive looked better than these, and how many years ago was that?

Furthermore, once you've finally got to the driving section (after being treated to some well-dodgy music supposedly evoking the atmosphere of

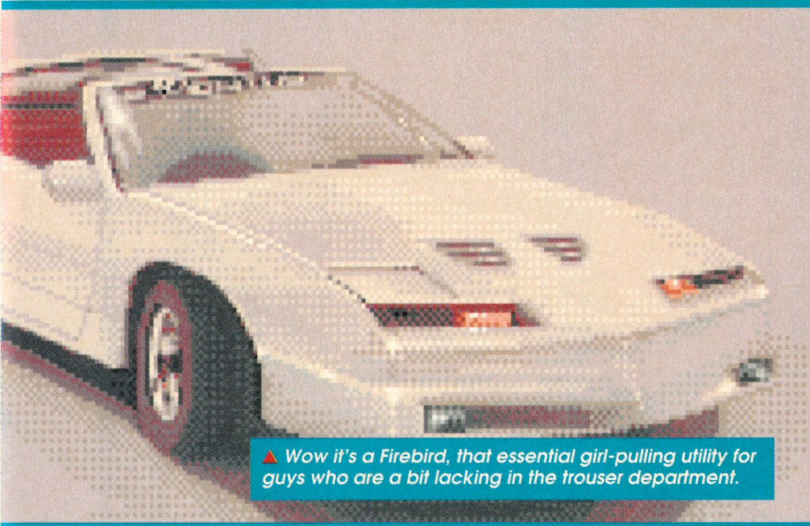
the zone you're entering), it turns out that your car ends up looking like a bland and poorly animated tonka toy no matter how big and flash it looked (or tried to look) on the selection screen.

The track graphics also leave a bit to be desired. They're not dreadful, but there isn't anything any better than the run-of-the-mill stuff we're used to in this genre. And the same goes for the sound – the

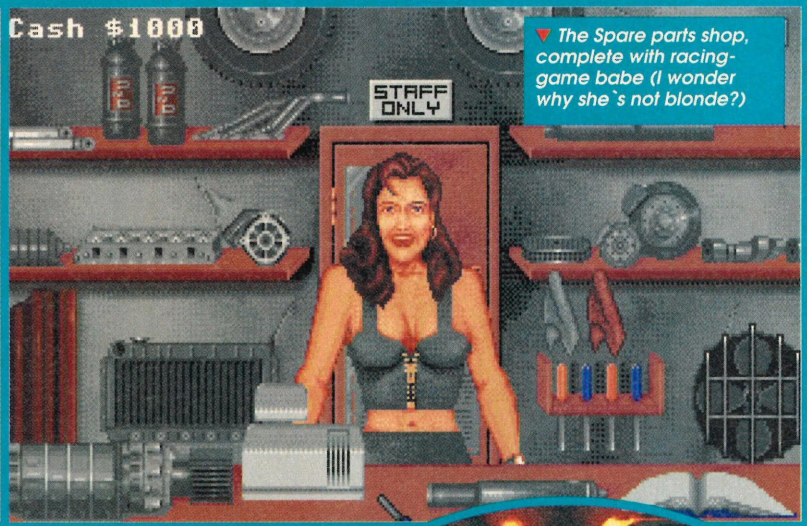
▼ Kevin and Sharon alert! Erm, and John alert as well, actually. Still, my other car's a Rolls Royce, so that's OK.



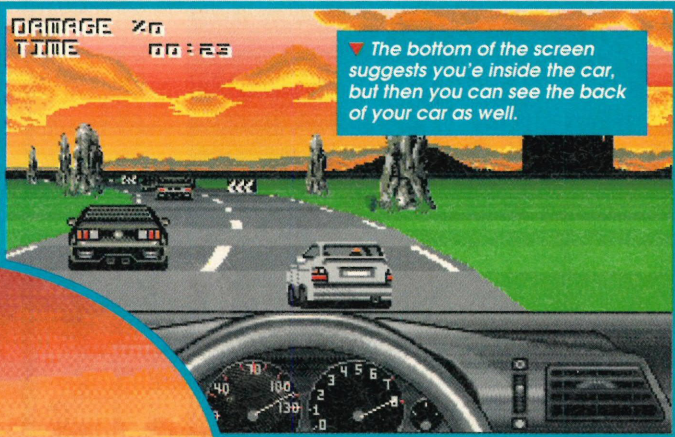
▲ This is where you have to plan your route through a stage. And pretty darn irritating it is too.



▲ Wow it's a Firebird, that essential girl-pulling utility for guys who are a bit lacking in the trouser department.



▼ The Spare parts shop, complete with racing-game babe (I wonder why she's not blonde?)



▼ The bottom of the screen suggests you're inside the car, but then you can see the back of your car as well.



usual whining engine noises and tuneless heavy metal soundtrack remain firmly in place.

Worst of all, the averageness on show sadly continues in the gameplay too. Your car gradually gets more and more battered as you smash into other cars and roadside obstacles. When you're finally reduced to a twisted pile of useless junk, you realise you have to concentrate more on being careful rather than being fast. This system would be OK if the game wasn't so blinking hard. Each stage is extremely long but the damage to your car mounts up at an alarming rate, and a few all-too-brief attempts soon make it obvious that the only way to get anywhere at all is to take it slowly. Now is it just me, or is this not a spectacularly bad idea for a computer game? Where are the thrills and spills? If I wanted to drive carefully I could jump in my very own sky-blue B-reg Fiesta (yes, it is as bad as it sounds) and drive round to my granny's!

Maybe Burning Rubber wants to be more of a driving simulation than a straight racing game, but if this is the case it still fails to hit the mark. Even if you're willing to put up with the slow-driving tedium, there are plenty of other frustrating elements which are almost certain to wear your patience down very quickly. The worst of these is the lack of restarts. As I've said, the stages are all very long, but if your damage gauge reaches 100% you have to restart the level right from the beginning, regardless of how far you'd got. This soon becomes

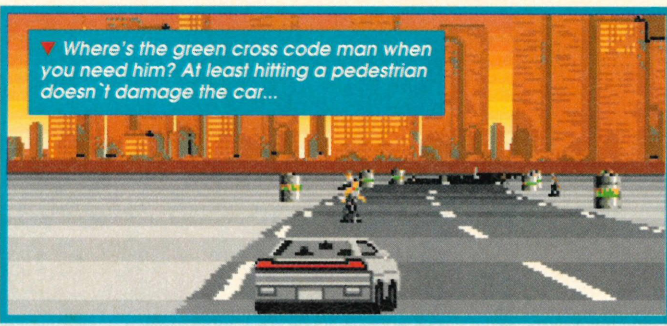
hideously annoying, and any incentive to try again is killed off by the fact that the game gives you no idea of how near you got to the end of the stage. Surely it wouldn't have been difficult to show distance travelled by drawing a line along the road-map or something.

More annoyance is provided by the police cars, which every so often decide to try and pull you over. Avoiding these does at least add a bit of much-needed excitement to the game. If a police car zooms past and then crashes straight into you, which sometimes happens, you can't do the slightest thing about it. This may mean a loss in forward momentum and it becomes all but impossible to get past the police car. So, before you know it you've got 100% damage again and the game is over. And, more likely than not, you've got a few clumps of hair in your hands too...

Spoilers

In fact, almost everything about this game is at least slightly annoying. The route selection map you have to trawl through before you start racing is far too complicated and tricky to control. The shop where you buy extra stuff for your car (no spoilers, sadly!) is both tediously designed and pointless as hardly anything you buy has much affect on the way the car performs. And finally, although you're supposedly racing other people, you seldom see any of them. They might as well not be there at all.

The only thing in Burning Rubber's favour is its size. There really is a huge amount of road to cover, and the locations are just varied enough to keep you interested. I accept there might be a few driving nutcases out there who might find a stiff and longterm challenge in Burning Rubber. But I'm not one of them.



▼ Where's the green cross code man when you need him? At least hitting a pedestrian doesn't damage the car...



THE LOW-DOWN

PUBLISHER: Ocean
CONTACT: 061 832 6633
TEAM: In House
PRICE: £25.99

S C O R I N G	
GRAPHICS	57%
SOUND	60%
PLAYABILITY	56%
DIFFICULTY	Very Hard

A massive and reasonably varied racing game sadly let down by some very cheesy music, bog-standard graphics and an almost criminal lack of attention to the way the whole thing plays. It's so consistently annoying and tedious that it's difficult to believe the programmers play-tested it at all. We really should be able to expect a bit more nowadays – after all, this is not exactly a new genre, is it? For die-hard racers only.

REVIEWED BY: John

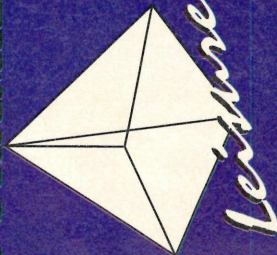
SECOND OPINION

Well I quite liked it to begin with, what with the hot hatch theme and all, but those right-angle turns are ridiculous, and the flaws outweigh the other good points.

OPINION BY: Paul

OVERALL SCORE
58%

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ACTION REVIEW FLIGHT SIM

Fire up the Fokker, crank up the Camel and glue on those groovy goggles!



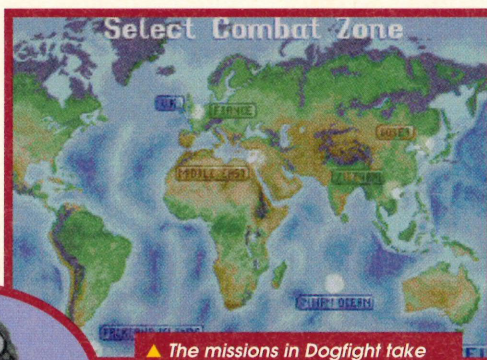
▲ There are no illegal canine sporting events in Dogfight, simply a load of planes battling it out.

DOGFIGHT

MicroProse are very keen for reviewers to get this point across, so to make sure I don't forget it, I'll do it now, right at the beginning. Dogfight is not strictly speaking, a flight sim. It is in fact a dogfighting sim, and, as far as I'm aware, one of the first of its kind.

The main appeal of this game, and undoubtedly it's main selling point, is the ability to pit planes from different eras against one another. You can choose from 12 different aircraft, from the Sopwith Camel of yesteryear to the British made Tornado of today. Whilst you can either match them in a fair fight, ie F16 Fighting Falcon versus a Mig 23 Flogger, or go completely stupid and set up a confrontation between a Fokker triplane and a Sea Harrier. This may seem like a pointless exercise, because until you have experienced it first hand, you would assume that the Harrier would come out on top every time. However, experienced pilots will soon find themselves taking out two or three of the more powerful fighters with ease.

Of course, Dogfight is not as shallow as would first appear. If it were MicroProse would certainly have had a bit of a problem on their hands. To combat this, a strategy element has been incorporated to enhance the game's longevity. This basically entails following a mission through from its conception to completion, with you playing the



▲ The missions in Dogfight take place all over the world, in all the famous battle arenas.

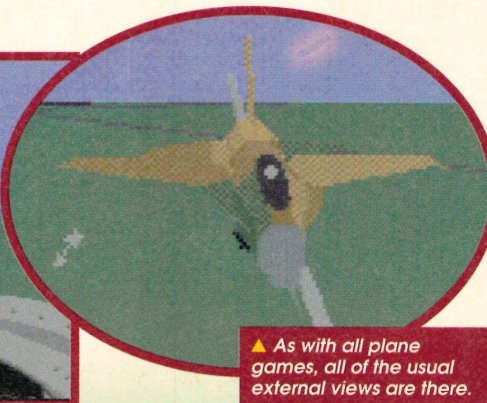
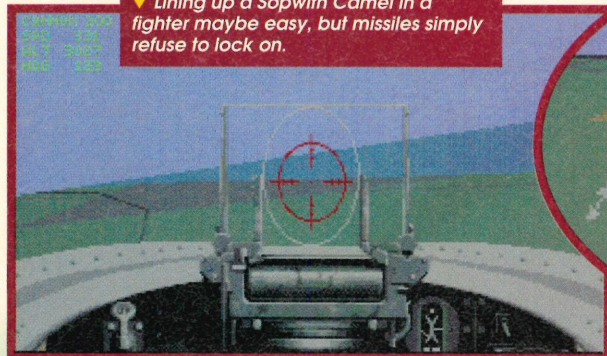


major role, having a hand in everything.

This feature will undoubtedly provide more long term interest, but, to be honest, you will not really be bothered with it at first, and all you will want to do is loose off a few rounds at the Red Baron.

For the plain and simple reason that Dogfight has attempted to do something original, MicroProse must be commended. It is not the finest simulation ever seen, but then again, it isn't supposed to be. If you go in expecting an advanced flight sim you are guaranteed to be disappointed. Take it at face value and you might just find you are more than impressed with what lies within.

▼ Lining up a Sopwith Camel in a fighter maybe easy, but missiles simply refuse to lock on.



▲ As with all plane games, all of the usual external views are there.

THE LOW-DOWN

PUBLISHER: Microprose
CONTACT: 0666 504326
TEAM: MPS Labs
PRICE: £34.99

S C O R I N G	
GRAPHICS	79%
SOUND	73%
PLAYABILITY	82%
DIFFICULTY	AVERAGE

Dogfight attempts something original and should be commended for it. This does not come off quite as spectacularly as was hoped, but is still a more than enjoyable game. The What If? option is at first pretty enjoyable, but after a while your interest wanes and you want something more. Fortunately, through the mission option, this has been catered for, and both arcade and simulation fans should find something to satisfy themselves with.

REVIEWED BY: Steve

SECOND OPINION

As a non-flighty type, I found this effort easily accessible and a really refreshing change. It is a game more for the learner perhaps, though even experts will find it challenging fun.

OPINION BY: Paul

OVERALL SCORE

85%



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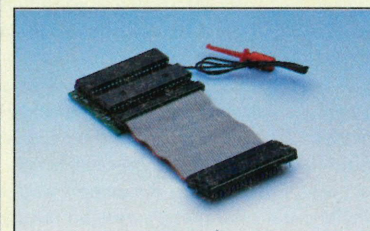
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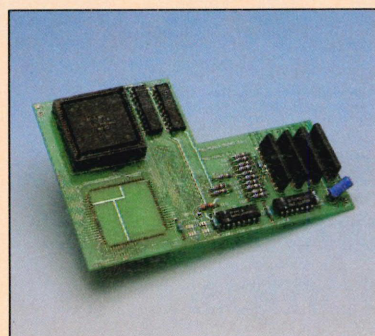


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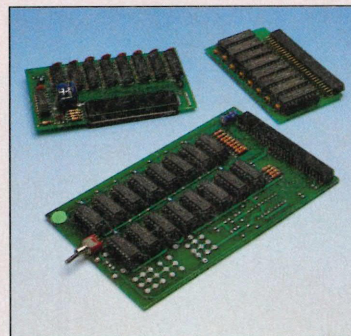
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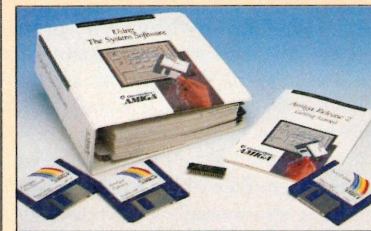
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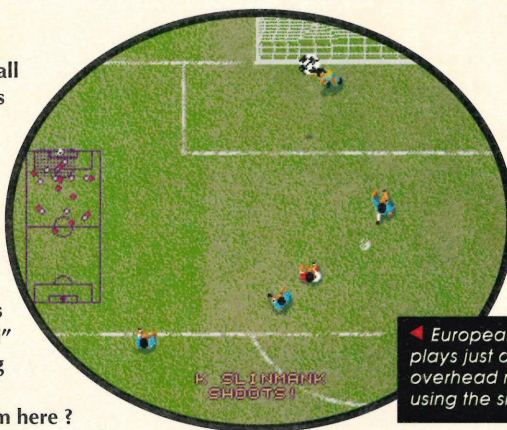
ACTION REVIEW SPORTS SIM

EURO

I like Sensible Soccer. In fact it may very well be my favourite game of all time. It's one of the very few games that I play out of office hours, and until recently it undoubtedly rested at the top of my personal charts.

But then a game called Goal came along, and although I don't rate Kick Off 2 at all, Goal was really good, and I liked it. A lot. So much so in fact, that it now challenges S.S. (sorry, but I refuse to call it "Sensi" anymore) as my all time thigh-slapping lip-smacking number one.

The thing is – where do we go from here? (Hopefully onto another magazine you bland sack – Karen). I mean, does anybody out there really believe that games such as these can be usurped by new products? Sensible Soccer 2 is in development, it's true, and I'm sure that it will take the excellence one step further with it's managerial aspects, but can anyone else seriously expect to conquer this most famous of gaming niches?



◀ European Champions plays just as well in overhead mode as it does using the side-on view.

Oh dear, I am sorry. Got carried away with myself there for a moment and started to sound rather dull (So what's new — Karen). Whether anyone will out-Sensi Sensi (aargh!) or out-score Goal will always be a matter for debate, but a matter of fact is that Ocean come very close with European Champions.

From the ashes of FA Premier League rises the firey phoenix that is Euro Champs.

Yes that's right – European Champions, the one time FA Premier League Football, that was rumoured to have lost the licence because sour-faced Graham Kelly and his mates didn't think it was much cop. Well anyone who holds strong their faith in Graham Taylor to lead the national squad to glory must be pretty clueless, as proven to some extent by the fact that Euro Champs is really pretty smart.

It's the options which strike you first. There are absolutely reams of them, and it is touches like this which make a game stand out from the crowd. Firstly, you have a choice of teams from the entire Premier League (or to call it by its correct name, the FA Carling Premiership), Italian Series A, and the top flight of the Spanish, German and French leagues. Whatever the hell they're called.

This amounts to around a hundred first class international teams, which when you consider that each team member was correct as of just a few weeks ago, and that every strip is detailed to the smallest bit of trim, is a hell of a lot of work in itself.

Absolute corker!

Now you know when you're playing a football game, and you score a goal, and then another, and another, and another – and sometimes you get to wishing "if only I could score an absolute corker?" Well in Euro Champs you can, often, and quite easily too. It's all thanks to some innovative game design by programmers Audiogenic, you see...

When a player under your control is in possession of the ball, depending on which of the options you chose to use at the outset, there are a number of ways to play. The simple way to begin is by use of the Ping Pass. We all know the pitch

In the old onion bag



▲ The young Derby County striker bursts through the defence and... it's a GOOAAALL!



▲ Ripley finds himself in a bit of space and lets fly with an absolute beauty.



▲ Use the instant replay function to relive those great moments again and again and again...

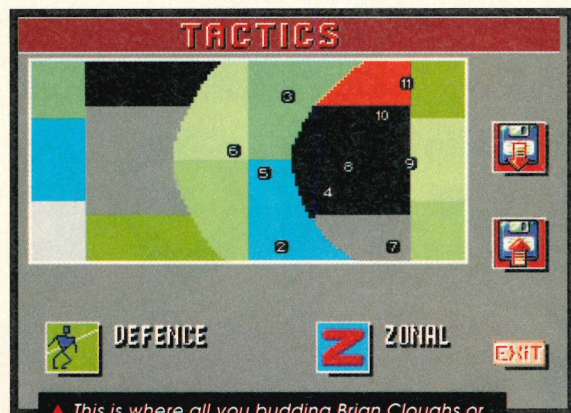


▲ Wilkinson is supposed to have headed this at the goal, but I must say I'm not convinced.



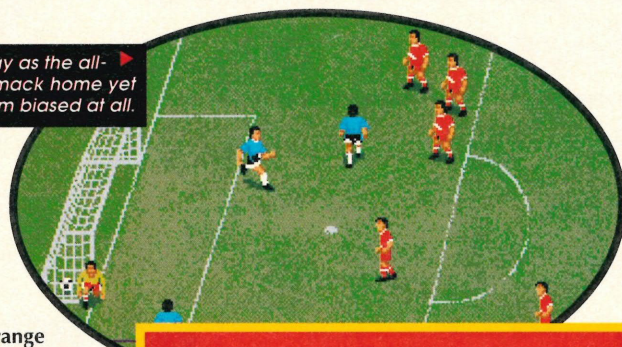
▲ Dean Saunders, eh? Didn't he used to play for Derby County?

PEAN CHAMPIONS



Man Utd look on in dismay as the all-conquering Derby County smack home yet another goal. Not that I'm biased at all.

gathered from the screenshots, a choice of pitch side or overhead is offered, and can be toggled during a match at the touch of a key. I thought pitch side perspectives were obsolete, to be perfectly honest, but in the case of Euro Champs – especially with the range of stunning passes and shots available – it works extremely well. Sorry about that – we'll carry on, shall we?



scanner is useless, and if anyone out there uses it, then you're a very sad person indeed. What happens when you're in this mode, is that whenever a player is available for a pass, a short "Ping" will sound, and a circle will appear above his head. If you think he's well placed, then a simple tap on the button will send the ball direct to his feet, provided you're quick. Now who needs a scanner?

For those – ah – I haven't mentioned the perspective yet, have I? Well as you'd probably

For those who are more adventurous in their football, and perhaps wish to emulate the free-flowing joy provided by the craftsmen of Manchester Un-(oh please... – K), the Point To Pass mode is brilliant. When in control of the ball, this option allows you – by holding down the button – to manipulate a pointer around the pitch, indicating to where you want to kick the ball. Longer and far more realistic passes than any other footy game are possible via this method, as too are spectacular wickedly driven goals.



For the more ambitious still, a quick tap of the button when the ball is in flight will see that the receiving player uses it as quickly as possible, and to the best of his ability. Quite often this results in superb lofted chips or deft headers – enough to put a grin on the face of even the staunchest SS/KO fan.

If you feel the whole thing is too much for you, enlist the help of someone else, and co-operate to beat a computer opponent. This is a nice option, but to be honest takes too much getting used to to be instantly appealing. Failing teamwork, a huge selection of tactical options should provide the Halifax Towns among you with at least some chance of success.

For all it's innovative game design, Euro Champs (and yes, it does resemble Audiogenic's previous pig bladder effort, Emlyn Hughes, in more ways than one) does have a downside, albeit a slight one.

It certainly isn't as quick as the "big two", and in certain cases, due to the plethora (nice word that) of options, it does seem to play on autopilot for seconds at a time.

Having said that, I wouldn't like to see anything dropped from the game. It appears to try too hard at times, but despite the fact that it doesn't quite warrant a 90% score, it adds a surprising breath of fresh air to its corner of the market, and is a worthy winner of an Accolade for its sheer disrespect for those who went before it.

THE LOW-DOWN

PUBLISHER: Ocean
CONTACT: 061 832 6633
TEAM: Audiogenic
PRICE: £25.99

S C O R I N G	
GRAPHICS	75%
SOUND	79%
PLAYABILITY	90%
DIFFICULTY	SPOT ON

I'm very surprised to be reporting that what we have here is a top class soccer sim, very much in the same league as Sensible Soccer and Goal. In combining aged methods with new and effective game design, Audiogenic have provided Ocean with a stonker that will be around for yonks. Some will be put off by its dated look and seemingly complex play unfortunately – but give it half an hour or so, and you'll soon be lost in its depths.

REVIEWED BY: Paul

SECOND OPINION

Not quite Sensi, but better than Goal – European Champions will never stand accused of being overly fast, but more than compensates with its excellent frills. A must for any football fan!

OPINION BY: Andy

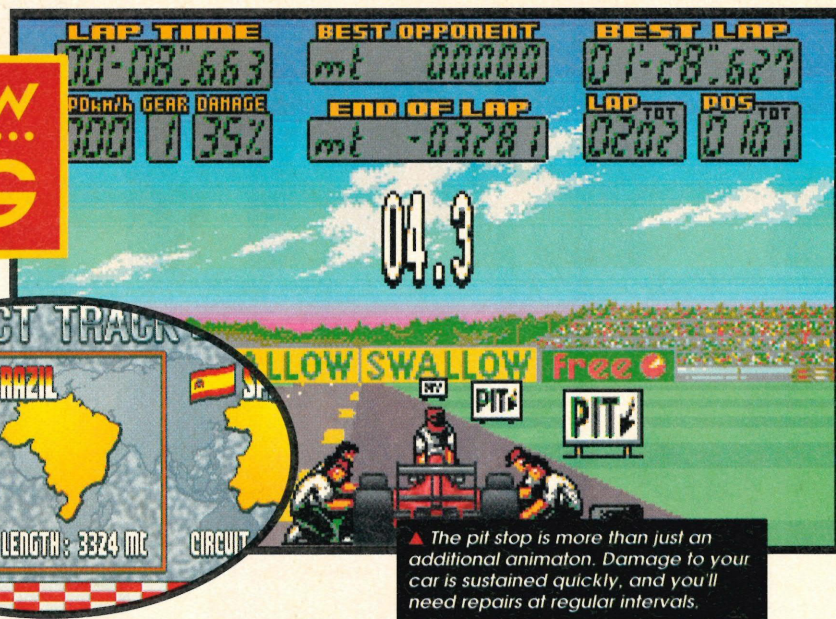
OVERALL SCORE

88%



ACTION REVIEW RACING

Jump into the hot seat, with the game that's less expensive than a Silverstone hotdog.



F17 CHALLENGE

I like racing games, I really do. But generally I'm an impatient person, and that can be a problem. You see, while I have absolutely no objection to waiting a couple of minutes for something to load into the Amiga, one thing that does get on my nerves is that in the majority of cases, I'm expected to sit around for an additional few moments between each and every race while the next track or winning sequence (not applicable in my case very often, admittedly) load up too.

Usually, I get cheesed off about three races into a competition or season, and end up making a cup of tea (I've given up coffee – indigestion and all that, you know) and watching Grandstand, which is a pain in itself, because I don't like horse racing much, and that's all they seem to show these days.

Small hardware

But I'm woffling now, I know, when basically what I'm trying to tell you is that F17 Challenge has no disk swaps at all once loaded. And that's good.

It's versatile too, and takes advantage of small hardware plusses such as modern chips and external drives, to give you a better overall picture and additional animations.

There are four cars to choose from, each with different strengths depending on the course, weather



conditions, etc., and the game is presented in a number of ways.

You can choose to compete in a full championship season, whereby you will obviously hare around 16 international tracks, the race being competed over five, eight, 10 or 15 laps, or simply opt to take it one track at a time. To be honest, I always thought Austria and Hungary were grand prix venues too, but since they're not included I suppose we'll just have to make do!

Modes of difficulty can be altered, and there is an arcade game too: you race on each of the 16 tracks, but need to finish in the top six in order to progress through the game, with the difficulty level rising on every circuit.

Speed of your car seems a bit sluggish at the beginning of the race, because acceleration is more realistic than in most games of this type, but once you've taken the first bend, the track zips by at a more than acceptable pace. Overtaking tends to be quite easy on all but the most difficult of levels, as the pattern of the other cars is quite easy to work out, but the races are long, and the chances are you'll have back markers to contend with too, making F17 Challenge exactly what it says – a challenge.

THE LOW-DOWN

PUBLISHER: Team 17
CONTACT: 0924 291867
TEAM: Holodream
PRICE: £12.99

S C O R I N G	
GRAPHICS	80%
SOUND	84%
PLAYABILITY	80%
DIFFICULTY	AVERAGE

Nothing in F17 Challenge hasn't been offered to race fans before on numerous occasions, and had this been a full price game, that might have been a big point to make. As it is, Team 17 have put together a good, playable racer that matches nearly every other effort in its class, but doesn't stand head and shoulders above them. The difference is that this costs less than half their price, and is therefore more than worth a look.

REVIEWED BY: Paul

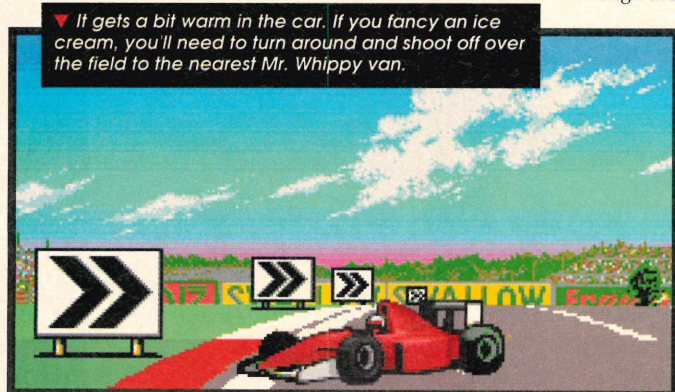
SECOND OPINION

It's all a bit too simplistic for my tastes. Some will say the low price is a plus point, but a low price is not a good enough excuse to release a sub-standard product.

OPINION BY: Steve

OVERALL SCORE

81%



competition

Venture One Step Beyond to scoop a years supply of crunchy Quavering corn crisps! (And some games)



CHEESY prizes!

Curly Colin and his capers scored a commendable 84% in Amiga Action in September. Our unlikely canine friend was sucked through his computer into a forbidding land of cheesiness (and platforms), and had to negotiate his way through hundreds (well, lots and lots) of levels in order to return to his bedroom. This was a bit surprising in itself, since most dogs tend to live in kennels, or at least have a blanket on the kitchen floor.

Just when you thought the Amiga was a cheese-free zone once more, we've joined forces with Ocean Software and Walkers Smiths (with a little help from Microtime Media) to bring you what may very well be the smelliest prize ever given.

A years supply of cheese flavoured Quavers are up for grabs to one lucky person who sends in the completed entry form. Actually, unless you happen to be an out-and-out glutton, then there is much more than a years supply, because we are giving away a whopping great cheesy feast of 365 bags of Quavers.

Get set with the Oxy-10, 'cos your spots will be popping up before you eat even a fraction of the prize. The only problem is, crisps don't last forever, so unless you have a large family or several friends (or eat very quickly indeed), then you may find a few hundred bags of semi-rotted spud chips in the pantry!

By way of a bit of a bonus, we also have some copies of One Step Beyond to give away – one for the winner, with all those lovely crisps, and four more for, er, four runners up.

To win this allegedly fabulous prize, simply answer the questions, fill in the form below, and send it in to us before October 29th. Oh no – hang on a sec, we've something else due on that day. Lets say... November 1st, yeah? Nice one.

Question 1

If Paul had a piece of cheese for every time he said "We're a bit behind on schedule", how many would he have?

- a/ None – he's too calm to worry about it.**
- b/ A few.**
- c/ Absolutely bloomin hundreds – enough to feed a cheese-starved platoon of mice.**

Question 2

Colin isn't a very dynamic name really, but it isn't half as bad as...

- a/ John**
- b/ Andy**
- c/ Tarquin**



THE REALLY WIERD COMPO

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Question 2:

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Address:

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Postcode: **Age:**

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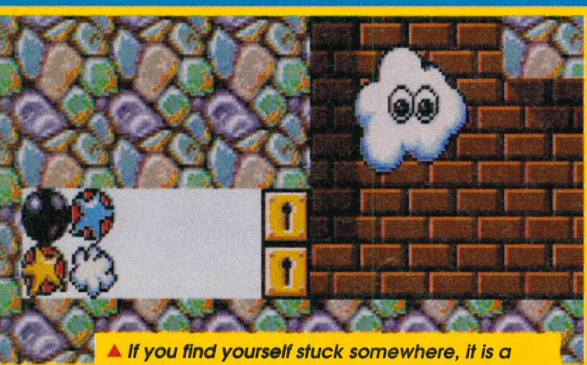


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Win Win

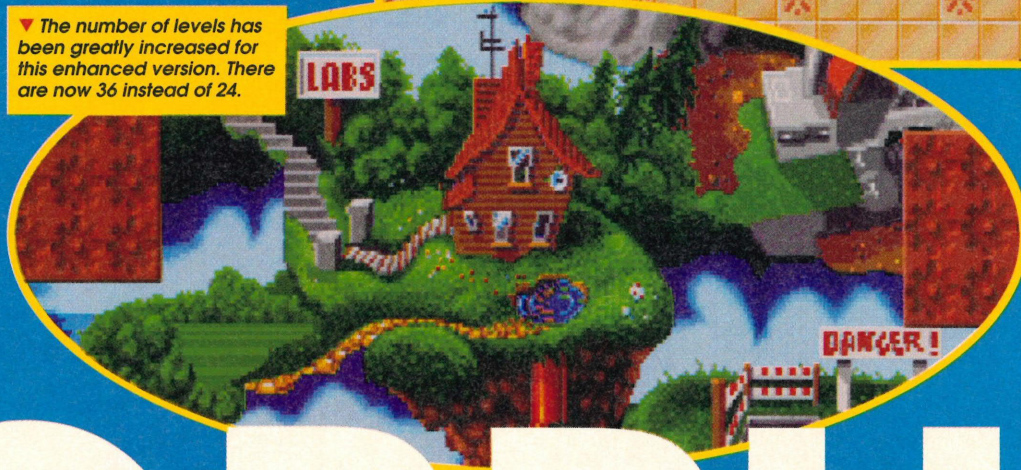
ACTION REVIEWS

A1200 SPECIFIC



▲ If you find yourself stuck somewhere, it is a good idea to change into the cloud character.

▼ The number of levels has been greatly increased for this enhanced version. There are now 36 instead of 24.



▼ The black ball is particularly hard, and should be used when you need to break something.

MORPH

When this was originally reviewed in issue 46 of Amiga Action, Paul stingily awarded it a meagre 75%, and was suitably chastised by myself in the Second Opinion box.

That was only four months ago, and to be honest, my opinion of the actual game itself hasn't really changed at all. It is still a puzzle game underneath, but it attempts to take the genre a little bit further, and that's OK in my book.

Allow me to refresh your memories on the storyline. The main character is Morris Rolph, or Morph for short (naturally). On a visit to his Uncle's house, who is incidentally a mad scientist going

under the name of Professor Krankenpot, Morris accidentally has his atoms dispersed. This, to cut a long story short, allows him to take on many different forms.

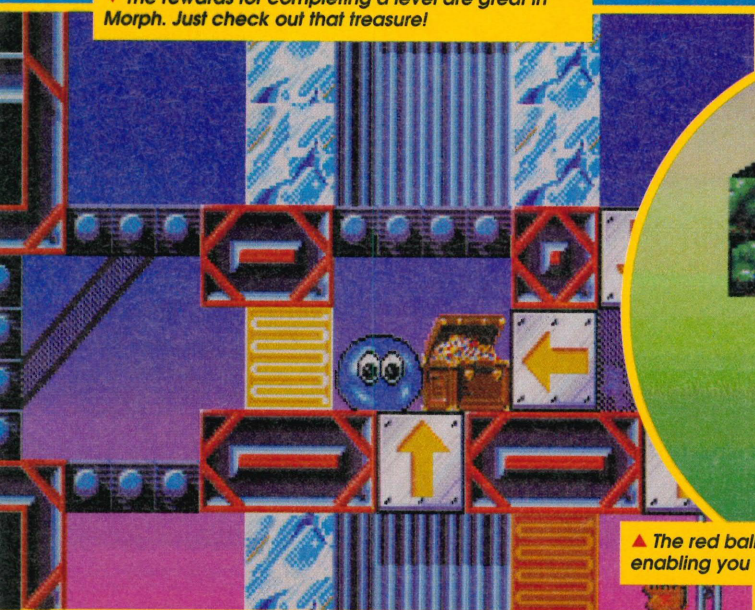
Morris must use his new found abilities to progress through a series of stages in which he must solve puzzles before he can move on. In certain areas he will only be able to continue if he assumes a specific molecular pattern. For instance to bash through a wall, he must turn into a black heavy looking thing.

By this point, you may be thinking aren't these A1200 reviews supposed to point out the differences between the enhanced version and the bog standard version? Well, to be honest, it

would have been nigh on impossible to do a whole page on simply that subject - there just aren't enough enhancements.

The graphics have apparently been slightly improved, although to the untrained eye the difference is miniscule. Also the game runs slightly faster, but that is of course merely due to the higher technical specifications of the machine in question. This therefore cannot really be classed as an enhancement. The main change is a significant increase in the number of levels. In the original there were 24 and now in the enhanced version there are 36, and you can't ask for more than that.

Morph is still a very good game in my opinion and my disappointment in the 1200 version doesn't alter that fact. It just seems a shame that the machine has not been used to its full capabilities once again. This machine was billed as a revolution in gaming technology - why then, do programmers continue to ignore this fact time after time?



▼ The rewards for completing a level are great in Morph. Just check out that treasure!



▲ The red ball will bounce around the screen enabling you to reach previously inaccessible areas.

P U Z Z L E

PUBLISHER: Millennium
CONTACT: 0223 844894
TEAM: Peter Johnson
PRICE: £25.99

- The graphics have been slightly enhanced, but there is nothing earth shatteringly new to be honest.
- The game now runs significantly faster, but that could have something to do with the more powerful 1200.
- The number of levels has been greatly increased from 24 to 36, making the game last a lot longer.
- I can't help feeling that this is yet another wasted Amiga 1200 opportunity. Such a shame really.

82%

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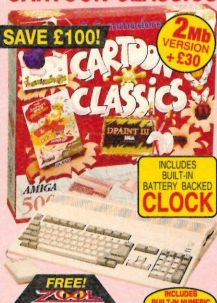
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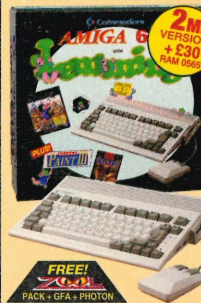
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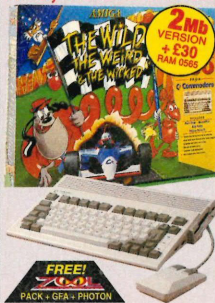
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Here is another chance for you to put the literary talents of Paul to shame with another batch of your increasingly popular Reader Reviews. We've got a good mix this month, so let's keep it that way!

WING COMMANDER

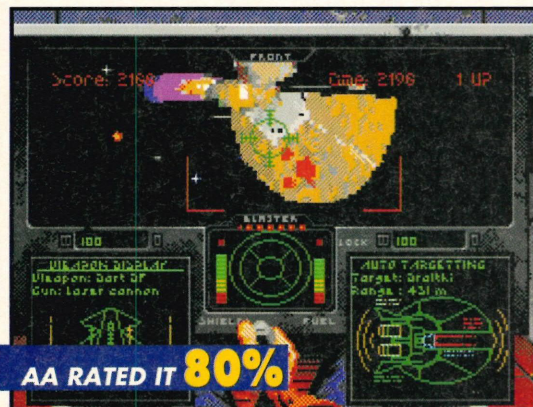
Mindscape

Reader Reviewer: Michael J. Husbands, Solihull.

I can only offer my deepest condolences to anyone else who purchased this pathetic effort. What a dire game! It may have pretty intro screens and worthwhile music, but the in-game graphics are appalling! The various stages are dull and infinitely repetitive, and, to top it all, the disk swapping is wrist aching frequent.

Graphics: 51%
Sound: 79%
Overall: 53%

Summary: Don't make the same mistake I did - avoid at all costs!



AA RATED IT **80%**

THE LEGEND OF KYRANDIA

Virgin

Reader Reviewer: Matthew Claridge, Berkshire.

From the minute the adventure started I was hooked! Although hard, Kyrandia offers a lot including very detailed sprites and a very high quality of gameplay. Kyrandia also boasts an amazing musical score. All of these contribute to making Kyrandia one of the best adventure games to be released on the Amiga to date.

Graphics: 94%
Sound: 93%
Overall: 95%

Summary: Although rather hard, an amazing game. Buy it!!



AA RATED IT **93%**

CIVILIZATION

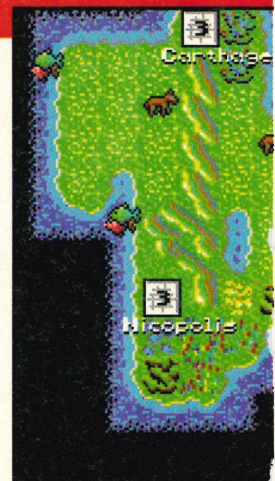
MicroProse

Reader Reviewer: Chris Walker, Nottinghamshire.

In my opinion this is the best strategy game on the Amiga. You have to control one civilisation and discover new lands, building up towns as you move. The aim of the game is to kill all the other civilisations so you are in charge of the world. The only thing I can fault is the long introduction which becomes very repetitive.

Graphics: 89%
Sound: 88%
Overall: 90%

Summary: Lots of options and things you can do.



GUNSHIP 2000

MicroProse

Reader Reviewer: Jessica Wilson, Stockport.

Normally this type of game isn't my cup of tea. I usually go for the more cute and cuddly platformers like Superfrog, but Gunship 2000 has broken the mould as far as I'm concerned. Masses of excitement and a ton of atmosphere add up to one of the most enjoyable games around.

Graphics: 89%
Sound: 85%
Overall: 90%

Summary: A top game, even if it is a flight sim!



AA RATED IT **91%**

GOAL!

Virgin

Reader Reviewer: Dave Reed, Portsmouth.

A vast improvement on the very dated Kick Off 2, Goal! just about knocks Sensible Soccer into touch too. Loads of options and fast, intuitive controls mean that Goal! actually plays like real football. Great sound, great graphics, decent set-pieces, masses of statistics and a huge variety of goals make it the most addictive game of the year.

Graphics: 91%

Sound: 86%

Overall: 96%

Summary: Damn good – buy it!



AA RATED IT **88%**

PREMIER MANAGER

Gremlin

Reader Reviewer: Paul McGarrigle, London.

What a brilliant managerial game. If there's one better than it, prove it. The gameplay is out of this world, the graphics are great and so is the sound. It's so realistic that you'll soon be going around thinking you are really managing the teams in real life, not just the game.

Graphics: 90%

Sound: 93%

Overall: 93%

Summary: The ultimate!

DIVISION 1 TABLE												
PS	CLUB NAME	D	H	A	L	F	A	Pts				
1	Q.P.R.	42	24	8	10	55	32	80				
2	PORT VALE	42	20	11	11	64	40	71				
3	IPSWICH TOWN	42	20	10	12	66	50	70				
4	BLACKBURN ROVERS	42	19	13	10	55	44	70				
5	SUNDERLAND	42	19	13	10	55	50	70				
6	BRENTFORD	42	19	13	10	55	53	66				
7	PETERBOROUGH UTD	42	19	7	16	54	47	64				
8	BRISTOL CITY	42	17	11	14	56	47	64				
9	CHARLTON ATH'LETIC	42	16	14	12	55	44	62				
10	BIRMINGHAM CITY	42	15	15	12	46	41	50				
11	SHIMSDON TOWN	42	15	15	12	46	46	50				
12	MYCOMBE HAND'ERS	42	15	14	13	49	46	50				
13	LEEDS UTD	42	16	10	16	53	60	59				
14	LEEDS UTD	42	16	10	16	53	63	59				
15	LEEDS UTD	42	16	10	16	53	63	59				
16	LEEDS UTD	42	16	10	16	53	63	59				
17	LEEDS UTD	42	16	10	16	53	63	59				
18	LEEDS UTD	42	16	10	16	53	63	59				

AA RATED IT **91%**

GLOBAL GLADIATORS

Virgin

Reader Reviewer: Chris Walker, Nottinghamshire.

I just had to write in and tell people not to buy this game. It should have a health warning. After playing this game for 15 minutes, I had a headache and sore eyes. This wasn't caused by looking at very bright lights and listening to some hard core rave, it was caused by the crap scrolling system on Global Gladiators. Stay clear of this game.

Graphics: 75%

Sound: 76%

Overall: 59%

Summary: Whatever you do, don't buy this.



AA RATED IT **74%**

ARCHER MACLEAN'S POOL

Virgin

Reader Reviewer: Kyle Pickup, Warwickshire.

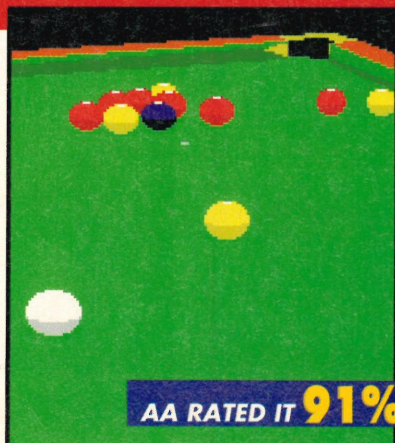
"Cue ball, corner pocket." (You're not meant to pot the white son – Ed.) Archer Maclean's Pool is an excellent pool sim. Good graphics, good scrolling 3D graphics mixed with fun gameplay and a variety of options, with easy to learn controls thrown in as well.

Graphics: 89%

Sound: 85%

Overall: 91%

Summary: Jimmy White's, eat my shorts!!

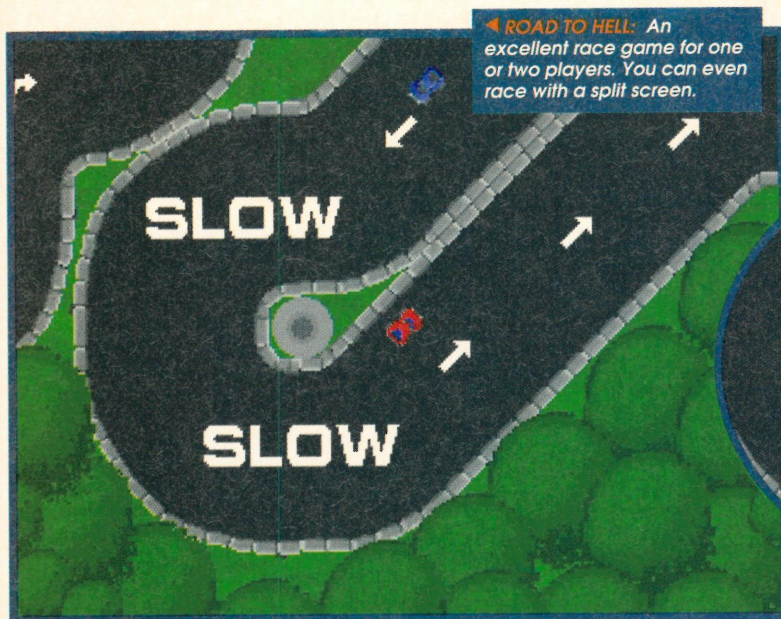


AA RATED IT **91%**

Sadly, many of you are going to be disappointed. We only have room to use eight reviews but receive dozens each month. Don't get disheartened, the eight we use are chosen at random so you have as much chance as anyone else. Write to Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP.

PD in profile

Put those tenners away – you're not going to need them here! Andy Maddock takes another look into the weird and wonderful world of PD.



◀ **ROAD TO HELL:** An excellent race game for one or two players. You can even race with a split screen.



▲ **ROAD TO HELL:** An excellent game... a good example for others to follow! If this wasn't PD it'd be giving Team 17 a run for their money.

First up this month is Road To Hell by Philip Harle. This is very similar to SuperCars whereby you race against a series of opponents such as the Killer! When you win races you get a certain amount of money, and can save this up to buy items such as smoke screens, missiles and turbo charges.

You can enter a number of different competitions, from the bronze competition, against hopeless opponents, to the gold competition where you race against the very best roadsters.

I found this game excellent to play. The graphics are good, as is the heavy soundtrack that really urges you on to cross the finish line and win the race. There are options aplenty and you can tweak and twiddle

until the game is setup to your liking. Overall the game is just fantastic. The sound effects are good, excellent even. Everything you ever wanted in a game of this type is here. You'd better get saving for this game... hang on, that's the exact point, you don't have to, it's only PD.

Spinach

Game number 2 this month is The Real Popeye. This is the old C64 version converted to the Amiga. Sadly the game would only attract former C64 owners, who would probably buy it for old times sake.

The only thing that actually made me play the game was the original Popeye tune at the beginning and the animation of him. I can't really have a go at the graphics

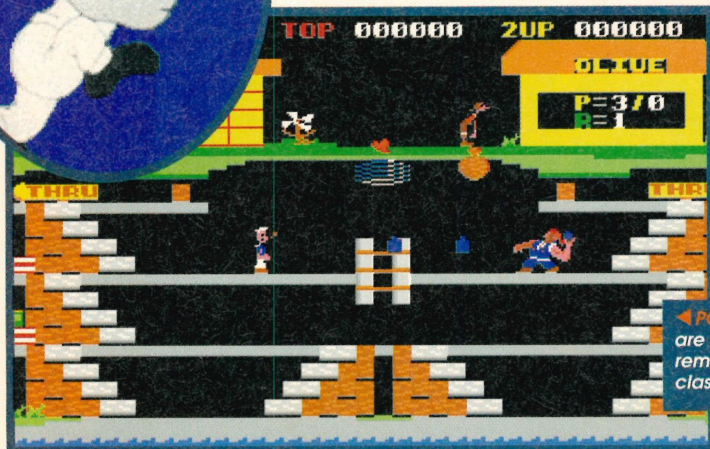
or the sound because the only response I'll get is that everybody will complain that it's a conversion from the C64 and it's supposed to be like that! I can do without that! Buy it if you had it on your old C64, but I'm telling you now that the novelty will wear off after a short time.

Now we have a golden oldie – Space Invasion. You always used to find this game in a dark corner of an arcade. It was the one you had to lean over to play. You bought a packet of peanuts and then you spread them all out on the top, all you could hear for the next hour was blam... ting... blam... blam... ting.

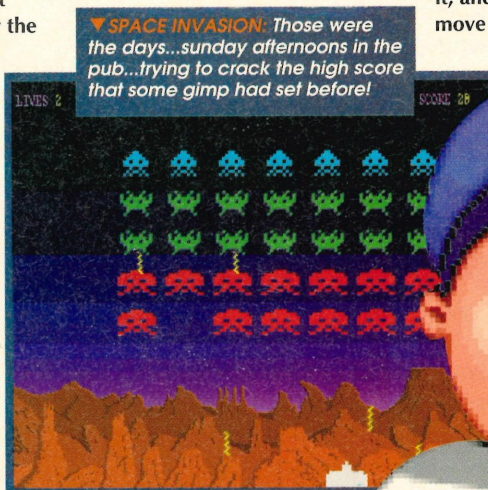
This game has been re-created again! Only this time it has been enlarged to about twice its original size. It's still a classic whatever the size.

I suggest you don't buy this if you already have one of these games but if you don't, well there you go! Dig that hand in your pocket right now!

Next, The Great Escape Of Billy Burglar. You take control of Billy Burglar and must escape from prison. To do this you must run about trying to dodge a searchlight. You have 90 seconds to dodge it, and if and when you do then you move on to the next section. That's



◀ **POPEYE:** Well I suppose the graphics are not really stunning. It does however remind you of those old C64 classics...erm! If there ever were any!



▼ **SPACE INVASION:** Those were the days...sunday afternoons in the pub...trying to crack the high score that some gimp had set before!





▲ **THE GREAT ESCAPE OF BILLY BURGLAR:** I mean...why would anyone want to escape prison eh? You get free food don't you?

about it really.

The graphics are quite good, the sound is OK too, but it lacks something. Maybe it's the fact that there's not enough variety in the levels. Or then again, maybe it's just me. This will probably attract a very limited amount of gamers.

Another golden oldie now. It's Pacman! (again? - Ed) I'm afraid to say that there are just too many of these games lying around and while some are quite good with new ideas and the way they approach the game from a different angle, this one isn't any different from the arcade. It's a bit rough around the edges and I say, look for the original game or one of the new ingenious designs. You'll be much better off!

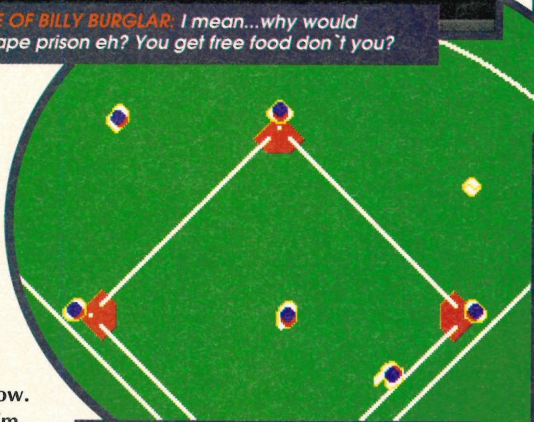
Beanballs galore

Strikeball is written in that ever popular programming language, AMOS. You've probably guessed that this game has a lot to do with baseball. It's a two player game and to be honest is quite limited. There are no options whatsoever, (Yep, that's limited! - Ed) and all you can actually change is the number of innings you'd like to play.

The graphics are a little bland, but the sampled "Outs!" are groovy! The game doesn't even look finished. All it keeps saying is "Wait for Strikeball 2". Most people who lay their hands on this won't want it after seeing this sad mockery.

They never should've released this until it was fully completed. It would have been good if a little more thought went into the making of the game, but as it is, it contains far too many mistakes.

► **GRAND PRIX MANAGER:** That's all we need, a picture of Senna's car to begin the game with...Tch!



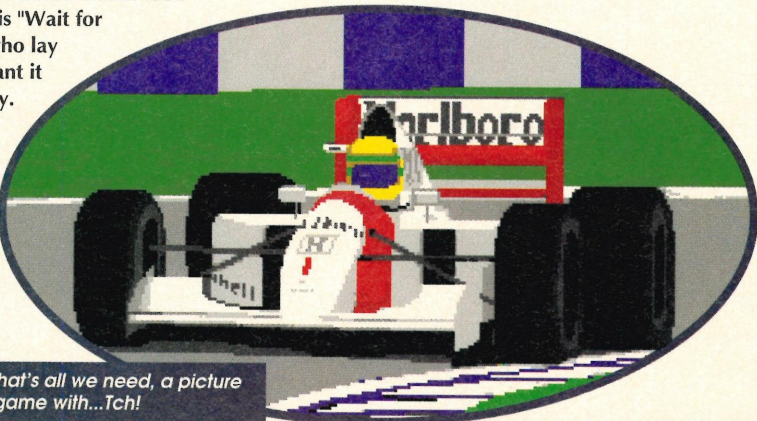
▲ **STRIKEBALL:** The ever popular "Diamond" in those odd games of baseball...why not run around it everyone else seems to!

Finally this month we have Grand Prix Manager from good old 17 bit! If you fancy taking over from Frank Williams then this is the game to play.

The graphics on this may be dull, but the depth and detail is top notch! The only real problem is that it can become a little slow... but how long do real GP's last - two hours?

Well this game is a must for your collection, it's a fantastic game to end the PD with this month.

That's it I suppose... I may even be back next time. It all really depends on my contract that the boss has given me! Hopefully he'll let me! (But then again... - Ed).



▲ **STRIKEBALL:** The game is awful. Just take a look at the intro screen, that'll give you an idea... oh dear!

▼ **GRAND PRIX MANAGER:** A fantastic simulation to give you the chance to take over Frank Williams' hot seat.



Driver : Hill
Team : Brabham
Value : £ 55000



Price 55000

Contract 1

Exit

▲ **GRAND PRIX MANAGER:** Hey up! Isn't that Damon Hill, Nah it can't be, can it...He's got ace eyebrows!

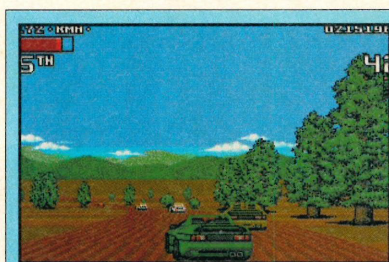
CONTACTS

17 Bit Software, 2/8 Market Street, Wakefield West Yorkshire WF1 1DH Tel: 0924 366982 Or you could try...

PD Soft, 1 Bryant Avenue, Southend-On-Sea Essex SS1 2YD England

GREMLINS COME OUT OF THE CLOSET

Galloping into the wilderness to bring back masses of Reader Offers for you all, this month we rode on over to Gremlin and raided their warehouse for some of the hottest games ever to hit the shops. Check out what you can buy at some incredible knock-down prices!



LOTUS III

£16.99

"**H**igh performance driving at its best, taking the wheels from beneath Jaguar XJ220 and Crazy Cars 3." As the ultimate racing game, this combines all the best elements of its two predecessors and adds more features. Use the unique RECS track editor to create up to literally five trillion different

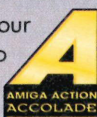
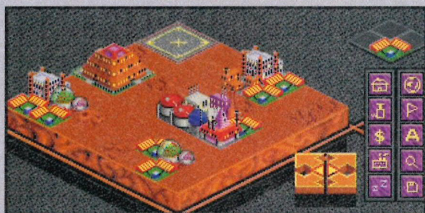
routes to race along. Developed by the magnificent Magnetic Fields of both Lotus and Supercars fame, you can't be a racing fan without having Lotus III in your collection.



UTOPIA

£16.99

"**A** combination of the classic games Populous and Sim City. The result is an excellent strategy game in its own right." Utopia is one of the most highly rated strategy games ever to appear on the Amiga. Its 3D isometric graphics are gorgeous and should be enjoyed as you strive to create a better nation and standard of living for your people. Fighting against an enemy force is only one hazard from many that you need to be able to counteract. Fans of Populous, Powermonger, Sim City and Mega-lo-mania will adore Utopia. This package also includes the follow-up data disk.



PREMIER MANAGER

£16.99

"**P**remier Manager convincingly boots other football management games into touch. Necessary, vital, fulfilling." Complex and engrossing, Premier Manager slide tackles the likes of Anco's Player Manager and Domark's Championship Manager. Virtually everything you could possibly think of is incorporated into this gem, hence the roaring success it's been since released. Still sitting high in the charts, this is your chance to buy Premier Manager at a bargain price, so make sure you don't miss out.



STAFFORD RANGERS 15: CONFERENCE														
WEEK 1 OF 1992														
TEAM SELECTION														
P	PLAYER NAME	RM	TK	PS	SH	ST	SC	CH	PL	AG	DP	T		
G	PRICE	30	19	7	18	95	0	0	1	29	0	M		
D	PEARSON	5	23	13	8	83	0	0	1	24	0	M		
D	BRADSHAW	16	36	21	4	96	0	0	1	20	0	M		
D	SIMPSON	12	19	4	6	98	0	0	1	23	0	M		
D	ESSER	12	19	4	6	98	0	0	1	23	0	M		
H	BERRY	14	8	25	23	96	0	0	1	20	0	M		
H	BOUGHY	3	15	30	11	97	0	0	1	22	0	M		
H	TOMES	3	15	30	11	97	0	0	1	22	0	M		
A	CLAYTON	9	19	15	29	87	0	0	1	19	0	M		
A	POLE	16	36	21	4	96	0	0	1	20	0	M		
A	CIRCUIT	5	13	17	26	86	0	0	1	22	0	M		
S	HENNING	12	15	7	17	90	0	0	0	31	0	M		
S	HOOD	7	19	21	5	95	0	0	0	26	0	M		

MAXIMUM PLAYERS: 11

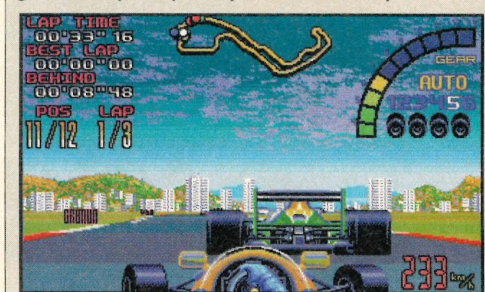
GK: GOOD *** MF: GOOD *
DF: GOOD ** AT: GOOD **
TEAM RATING: GOOD **

NIGEL MANSELL'S WORLD CHAMPIONSHIP

£16.99

"**T**hey have the technology, they have the experience, they have the endorsement. But do Gremlin have the result? Put plainly, yes." If road racing is not your scene but, instead, you're looking for some authentic arcade-style Grand Prix action then Nigel Mansell's where it's at! Make design adjustments to your car, select tyres to suit the present weather conditions and then take on the cream of the world's Formula One racing drivers from the cockpit of your very own speedy Williams.

Who cares if Nige drives in the Indycar series now. With this you can relive those golden days of yesteryear whenever you want!



You know it makes sense to check these out. All games are £16.99 each including postage and packaging and will be sent to you within 30 days of receipt. Just tick off the games you want on this coupon and send it, along with a cheque or postal order made payable to 'Europress Interactive' for the correct amount, to: Gremlin's Closet Offer, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

Please send me:

☐ Lotus III ☐ Premier Manager ☐ Utopia ☐ Nigel Mansell's World Championship

Name:

Address:

Postcode: Tel (Day):

I enclose a cheque/PO made payable to Europress Interactive for £

Signature:

Allow 30 days for delivery

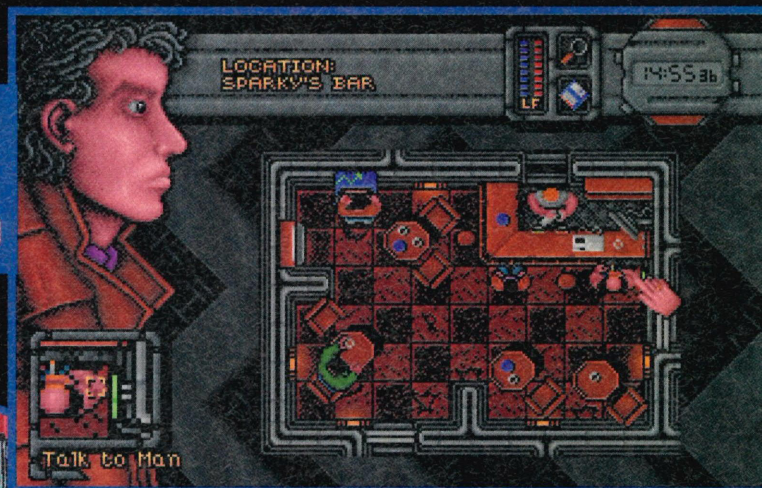
☐ PLEASE TICK IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

Not content with the gargantuan selection offered thus far? Plunder the realms of the Blueprints, and coo with delight at the goodness within. Drool over Dreamweb, revel in Rally, and as for Wonderdog – well...

DREAMWEB

Empire invade your innermost thoughts, permeating the dreams of the innocent and wreaking bloody death on all mankind! AAAAARRRGH!!!

p60



JACK THE RIPPER

No prizes for guessing that this isn't what you might call a cute and cuddly game. It's an innovative detect 'em-up with gore galore.

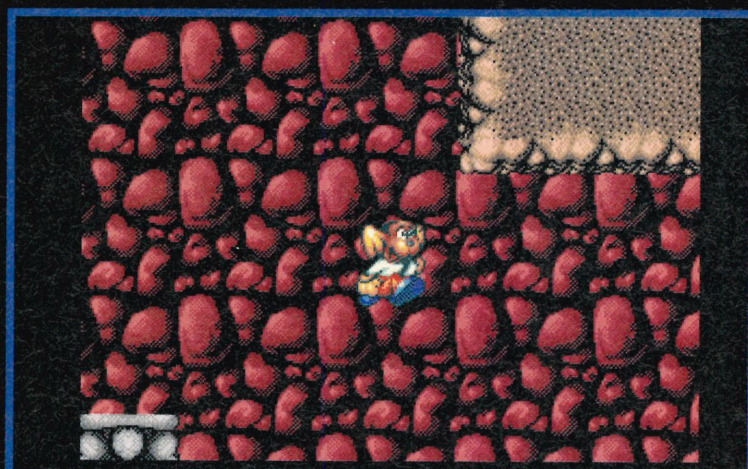
p64



RALLY

The excitement reaches fever pitch and the crowd roar in approval. That's when a car hits a spectator, so God knows how they'll feel if this lives up to the hype.

p72



WIZARD x 0 00007210 ★★☆☆

WONDERDOG

All dogs go to heaven, they say. Well this dog thinks he's God! The wet-nosed wonder capers through platformia with his Chums.

p70

GUEST STARRING...

Wiz 'n' Liz
Second Samurai
NASCAR
Er, and that's it.

Contacts

Core Design: 0332 297797
Europress: 0625 859333
Mirage: 0260 299909
Empire: 081 343 7337
Gametek: 0753 553 445
Psygnosis: 051 709 5755

THE MOST UP TO DATE PREVIEWS EVER!

THE MOST UP TO DATE PREVIEWS EVER!

62°



▲ Ryan doesn't like the look of this parked transporter, and pulls his gun...

▲ Then without risking closer investigation he opens fire from close range...

▼ ...At first the bullets ricochet of the transporter's surface...

DREAMW

Empire cordially invite you to enter the nightmare realms of a bleak futuristic subconscious...

Did you know that the human body goes through numerous different stages of sleep? And that one of the deepest of these stages is Rapid Eye Movement (REM) sleep, so called because even though your eyes are closed your pupils are still moving around like crazy? It is during REM sleep that you have your dreams, and generally humans need five of these REM sleeps every night if they want to stay fit and healthy.

Did you know that if you don't get that many REM sleeps in one night your body will try to catch up the next night? And that if you

are constantly denied your REM sleep over a long period of time you will start to hallucinate and may eventually die?

Did you know that the length of each REM sleep differs from person to person and this is why some people need less sleep than others? And that whether you have a nightmare or a nice dream depends on how many of the seven controlling powers at the core of the endless

dwelling of thought known as the dreamweb are dominated by evil? Erm, actually I didn't know that last one either. But Dreamweb programmers Neil Dodwell and Dave Dew say it's true, and who am I to argue?

The deal in Dreamweb is that after centuries of fighting, all of the seven controllers are evil, so everyone has nightmares all the time. Just imagine going to sleep every night and always dreaming about causing a hideous traffic jam while driving a Ford Capri completely naked with an enormous spider poised to lower itself into your lap (Freudian interpretations not wanted). Major downer. Obviously this sorry state of affairs is just not good enough, so the keepers of the web – sort of consumer watch-dogs for

▼ ...and he's been blasted back through the door and onto the pavement outside. His eyes flicker shut...



▼ Ryan steps innocently into Louis's lobby, not expecting any trouble. But before you can say 'oh my goodness...'



▲ ...some criminal geezer has let rip at him with a kind of electric phaser thing...



▲ ...but with one well-placed shot Ryan ignites the engine...



▲ ...sending lethal molten metal lumps spiralling wildly in all directions...



▲ ...and this transporter's days of ferrying bad guys around are officially over.

WEB

the subconscious – have decided to invade the mind of a poor unsuspecting fella called Ryan and get him to wipe out the seven human hosts of the evil controllers so there can be at least a chance that some of them will be replaced by good ones.

You guide poor Ryan round a dark cyberpunk city (based heavily on *Bladerunner*) using an intuitive point and click mechanism, finding out who you've got to waste, and how.

Dreamweb will boast 200 atmospheric dingy rooms spread over 30 different locations with over 80 people to, ahem, 'interact' with. This interaction includes a complex conversation system which you will have to master to find out some of the game's clues.

There will also be hundreds of objects lying around, all graphically represented and

▼ ...and his scummy assailant searches him before heading for a waiting car...



▲ Ah. From the abject scum and deprivation of the city springs an oasis for rest and repose, or getting well and truly rattled.

"...on his travels Ryan often stumbles across lashings of bad language and sex"

fully usable throughout.

Neil and Dave, otherwise known as Creative Reality, began working on the game back in

1989 when they decided

that the name Dreamweb sounded dead powerful and film-like and concocted a story around it. They decided to make a game editor for the project which would let them create locations and fill them with objects, people, descriptions and conversation. This turned out to be no easy task. "We tried to plan what we would need to put into the editor but it was difficult to

anticipate what we would need when the game hadn't even been started," they said.

But perseverance payed off, particularly with the development of an animation system which has helped them produce some extremely impressive choreographed action sequences for crucial points of the game.

These sequences are spectacularly violent, and on his travels Ryan often stumble across lashings of bad language and sex, confirming Dreamweb's position as an adult game. But Dave and Neil make no apologies for this. "In our game there are no princesses to rescue, no cute Nintendo-friendly graphics, no dinosaurs, no arcade action and no Lemmings," they said. And they weren't lying.

PROJECT: Dreamweb

HOUSE: Empire RELEASE: Oct '93

TEAM: Creative Reality PRICE: £TBA

COMMENTS: Dreamweb's programmers have evidently gone all out to produce a game which oozes atmosphere, and the dark, claustrophobic graphics and seminal futuristic storyline do this more than adequately. The object manipulation system is exceptionally comprehensive while still being simple to use, and the climatic animation sequences are very effective in a slow-motion-action-bit-in-Die-Hard-2 kind of way. My main reservation at present concerns the apparent linearity of the plot, but plenty of other great adventures have survived this restriction and hopefully Dreamweb's intense atmosphere will help it do the same.

INSPECTED BY: John

▲...and making off with Ryan's favourite (ie. only) pair of Nikes. Honestly, what sort of world is it where a man gets shot for just a pair of shoes. Even if they are Nikes.

MAGIC BOY

With their latest cute-fest, Empire try to pull something considerably more wand-erful than a rabbit out of the hat (sorry!).

Thankfully the latest game by Arcade Masters (who were good enough to bring you the award winning Pipe Mania) has absolutely nothing at all to do with Paul Daniels' childhood. Instead of a short guy with a bad wig and a vapid assistant-cum-wife, the Magic Boy in question here is actually Hewlett, a young, naive and hopelessly accident-prone apprentice wizard, who's so totally pathetic at all things magical that one day he inadvertently releases hordes of monsters from his master's cages. Naturally, it's not really the done thing to leave such

"stomach-churning sweetness"

dangerous creatures wandering round willy-nilly, so Hewlett must zip round and try to recapture them all before his master returns.

And so, surprise, surprise, we are catapulted into a world of colourful creatures, banana-shaped bonuses, chirpy music and stomach-churning sweetness. Yup, the ever popular cutesy platform format is back again – but

publishers Empire promise us that their contribution will have more character and features than anything that's gone before.

Set over 64 levels split into eight different worlds, Magic Boy seems to be practically an encyclopedia of all things cute and colourful. Lightning bolts, jetpacks, shields, superstar capsules, hidden levels, dissolving platforms,



lethal lakes, springs, traps, slippery surfaces – they're all in there, and then some more!

To avoid the linearity of games like Rainbow Islands and Global Gladiators, the programmers have made it possible to access four levels at any time, and they've even promised to include a password system allowing you to enter the game at eight different points. There is going to be a two-player option too, and apparently the monsters will be nowhere near as daft as they look. They will be able to cast their own magic spells and can employ all manner of cunning strategies to avoid being bundled unceremoniously into a sack and returned to a life of captivity.

Arcade Masters claim the characters in Magic Boy will have cartoon quality animation, and say they are trying everything possible to make their game into something "that makes other games look Black and White by comparison". If they pull this off it will be no mean feat – there are few other genres where the standard to follow is already quite so high, and although Magic Boy looks a promising project, there is still a fair way to go. Look out for a review next month...



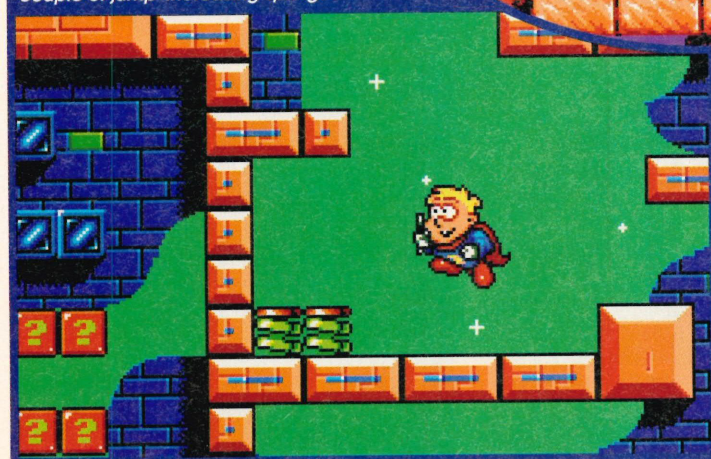
As you can see, the various monsters you have to catch are so ugly and horrible that you can barely stand to look at them.



Magic Boy balances precariously on a ledge, figures out how to cross a load of lethal water and makes plans for catching some pesky monsters, all the while still managing to look cute. Amazing!

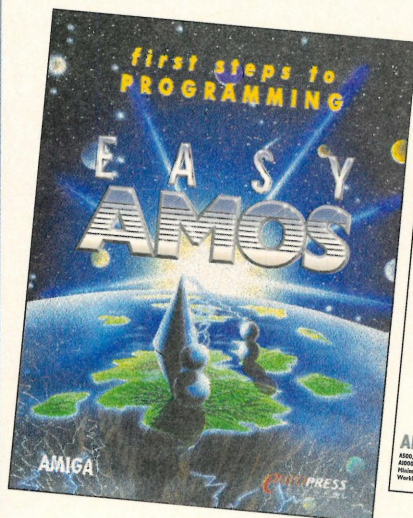


Having failed to collect that cluster of secret bonuses at bottom left, Magic Boy grins sweetly as he leaps towards a couple of jump-increasing springs.



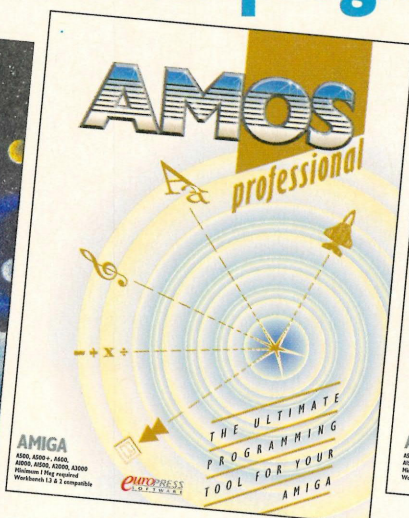
PROJECT: Magic Boy			
HOUSE:	Empire	RELEASE:	October
TEAM:	Arcade Masters	PRICE:	£25.99
COMMENTS:		<p>Magic Boy certainly looks the part. The hero is plenty cute enough, and the backdrops and features provide lots of variety. The difficulty curve also seems well judged. For me though, there are a couple of niggles. One is Magic Boy's movement – at present it seems too restricted by backgrounds and screen borders to allow the feeling of freedom so important to such games. The other is the option to choose your next level. Call me perverse (You pervert – Ed) but in platform games, I actually like getting stuck on just one level and hating it so much I simply have to work it out. But that probably just proves what a troubled childhood I had!</p>	
INSPECTED BY:		John	

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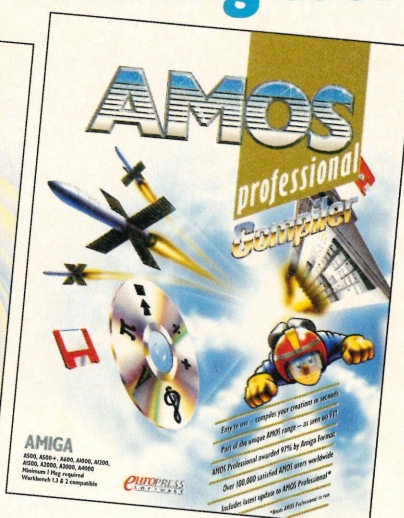
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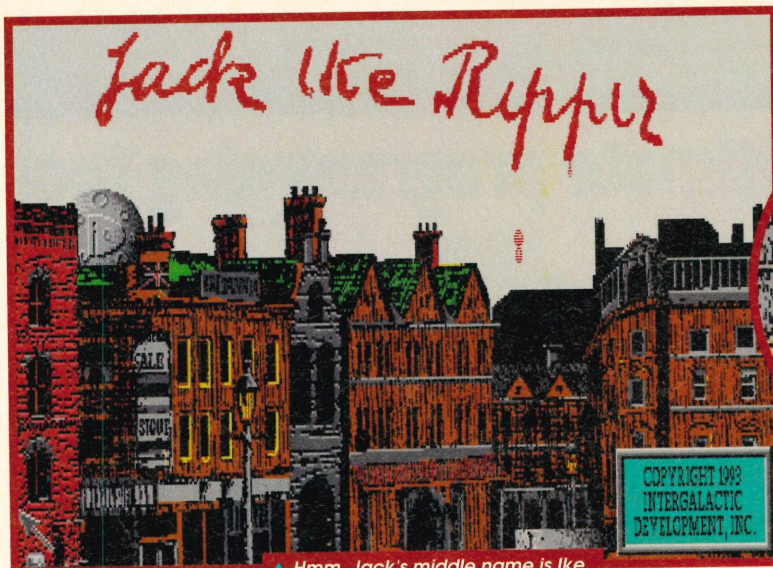
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62°



▲ Hmm. Jack's middle name is Ike. Any relation to David?



▲ Lubricate those aching brain cells in one of London's many seedy taverns.

JACK THE

Budding sleuths could well be in for a bit of a treat when Jack the Ripper from Mirage hits the shelves. It is being developed in America by Intergalactic Development Incorporated, or IDI for short.

This name may well be familiar to the more strategic minded amongst you. Another name which may be familiar to you is Ezra Sidran. Can't place it? Never heard of it? OK then, I'll tell you. Ezra Sidran and IDI are the guys who brought you the immensely successful Universal Military Simulator (UMS) and UMS II, which were originally published in this country by Microprose if my memory serves me well.

Not content with the success of these products, Ezra has not been resting on his proverbial laurels, for the last four years he has been beaver away on his latest epic, Jack the Ripper, and now, at last, it is nearing completion.

Let me take you by the hand, and lead you through the streets of dead bodies...

Being a Sidran production you would expect Jack the Ripper to be a fairly heavyweight game, and I can assure you, you will not be disappointed. This is a heavyweight murder mystery game that simulates the events that took place in the Whitechapel and Spitalfields boroughs of Olde London Town in 1888.

Like all of his games, Jack the Ripper will

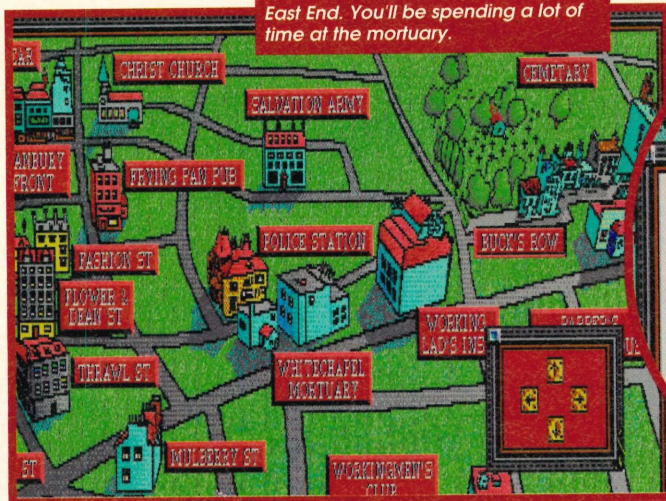
The graphics build up a taut atmosphere.

be heaped with accurate information based on many years of research. Every

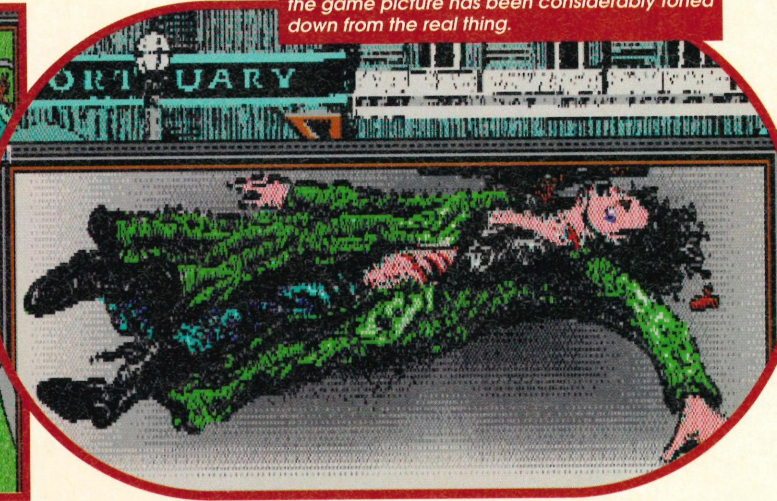
known fact, person, object and detail that has been uncovered since these heinous crimes took place has been included in the game.

As well as all the facts and details, the graphics are of equal importance, serving the purpose of building a taut atmosphere that

▼ A section of the map of London's East End. You'll be spending a lot of time at the mortuary.



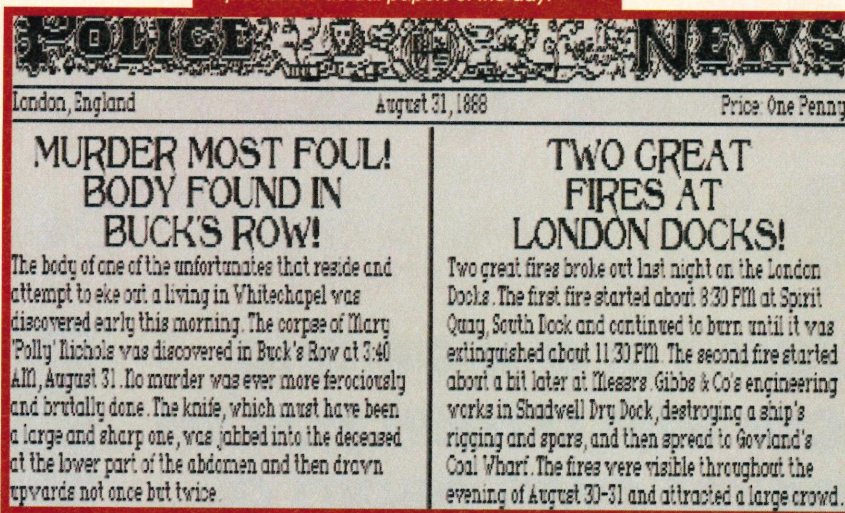
▼ One of the Ripper's first victims. Thankfully the game picture has been considerably toned down from the real thing.



▼ The newspapers in Jack the Ripper are copies of the actual papers of the day.



▲ This is Inspector Beck. And a fine fellow he is too, I'll warrant.



THE RIPPER

will hopefully immerse the player in the period. To achieve this, ID1 commissioned highly skilled pen and ink artists to draw reconstructions of the now infamous locations, and to create realistic portraits of the unfortunate residents who lived there at the time. Whenever possible, the artists have been supplied with actual photographs, maps, blueprints and contemporary descriptions from which to work.

Obviously, not everything in the game is fact. Think about it, if it were, how could you possibly win? The Whitechapel Murders were never solved, or if they were we were never informed of the conclusion. So, if the game was realistic right down to the last detail, the player would sit there, follow up a few leads, ask a few questions, and end up no further on than when he or she started.

To combat this somewhat major problem, a number of important clues have been planted in the game so that a conclusion can

now be reached.

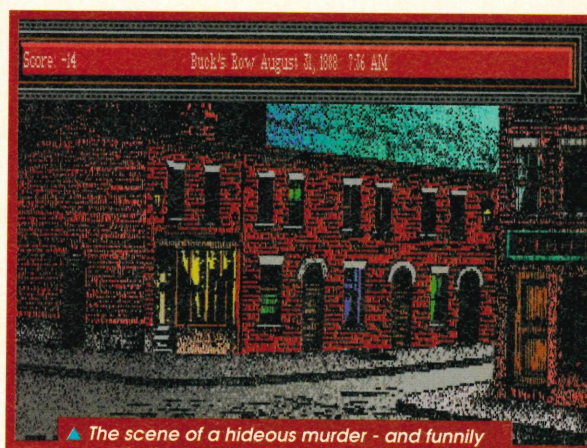
A nice feature is that there is more than one way that a person can find out who has been committing the crimes, depending which clues you pick up on. This means that every time you load up the game you may well discover a very different solution to the Whitechapel Murders.

Jack the Ripper is claimed to be full of hard evidence and solid clues, with no contrived puzzles or riddles. To solve the crimes you'll need all of your logic and skills of detection to pick up on vital clues when searching the different locations, interrogating suspects and reading up on the latest reports in the daily newspaper, so if you don't possess any of the aforementioned skills, you're basically stuck.

The game has been programmed to make use of an easy to use Graphical User Interface, or GUI for short, which comprises of movable windows, scroll bars, drop down menus and a point and click mouse controlled cursor.

Strictly speaking Jack the Ripper is not really a graphic adventure, at least not like one I have come across in a long time. There are locations to explore, and people to meet and greet, but there is something that sets Jack the Ripper apart from the rest, and that is the extremely high level of factual detail that has been woven into the game.

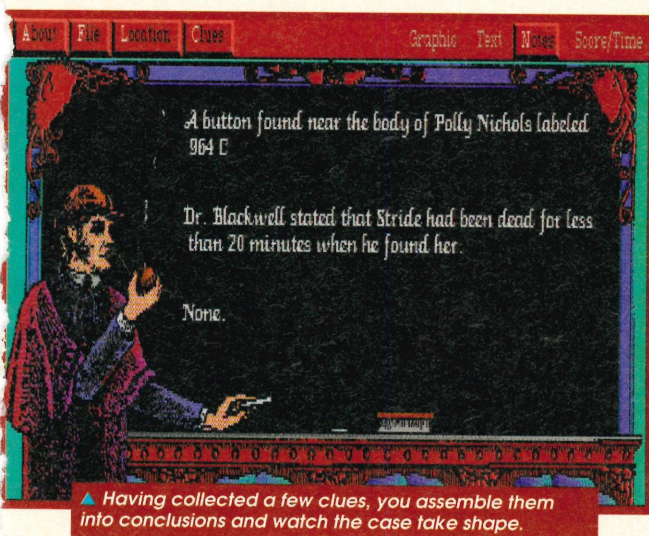
Fans of Poirot and Sherlock Holmes will lap this up I'm sure



▲ The scene of a hideous murder - and funnily enough, this is where the game starts.

when it is released. Action fans may find the puzzle solving a bit slow moving and tedious, but then, the same could be said for any game that doesn't feature a badly depicted little spaceship, or huge bloke with a big sword.

I personally am looking forward to seeing the finished version of Jack the Ripper, if only to get a break from all those mind numbing arcade games.



▲ Having collected a few clues, you assemble them into conclusions and watch the case take shape.

PROJECT: Jack the Ripper

HOUSE:	Mirage	RELEASE:	Nov '93
TEAM:	Intergalactic Development Inc.	PRICE:	TBA

COMMENTS: The sheer wealth of factual detail in Jack the Ripper is enough to make even the most ardent strategy fan drool. This would be pointless if the gameplay wasn't up to scratch, but fortunately it doesn't look as though this is going to be the case. The system for collecting evidence works very well, and there are an impressive number of characters for you to bump into. I am not willing to commit myself to saying this is going to be an excellent product, but I have to admit, I will be very surprised if it doesn't live up to my expectations. This really does look as though Ezra Sidran and ID1 have got themselves a winner once again.

INSPECTED BY: Steve

BILL ELLIOTT'S NASCAR CHALLENGE

Jump in a speeding car with a man you've never even heard of...

Chances are when you hear the name Bill Elliott's NASCAR Challenge, you will experience a nagging thought that the name is not entirely new to you. Don't worry, you're not losing it just yet, this has in fact been around for what seems like an age on other formats, namely the Macintosh for one. In fact, this game actually won an award for the best sports simulation of 1991, so that gives you some idea of just how old this game actually is.

Well now, at last Gametek have gotten (gotten? - Ed) around to converting it to the Amiga, and hopefully it will retain all of the appeal of the other versions.

In this country of course, the big motor racing events are the Formula One Grand Prix, but in America races such as Indycar and NASCAR are just as popular, if not more so, which is perhaps the reason that this product has taken so long to appear on the European dominated Amiga market.

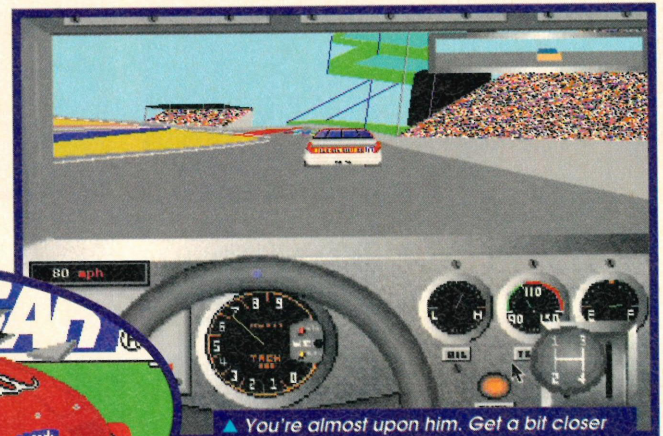
The game gives you the option, as, let's be honest, most race games do, to either practise a single track, race a single track, or take part in a full championship season. All of the tracks have been included - Michigan, Darlington, Sears Point, and of course, the most famous of all Daytona, allowing you to emulate the men and women who risk

their lives, week in, week out, merely for the enjoyment of a thrill seeking crowd who are just out too see someone crash spectacularly, and hopefully be cut out of the wreckage seconds before the tank goes up.

The action is fast and furious, and control is via one of three different methods, namely keys, joystick or mouse. On the version we have seen I found mouse control to be my favourite, but to be honest there is very little to choose between any of them.

"...potentially one of the best Amiga race games"

Just what you expect to see when you crash your car - two enormous triangles looming towards you at speed!

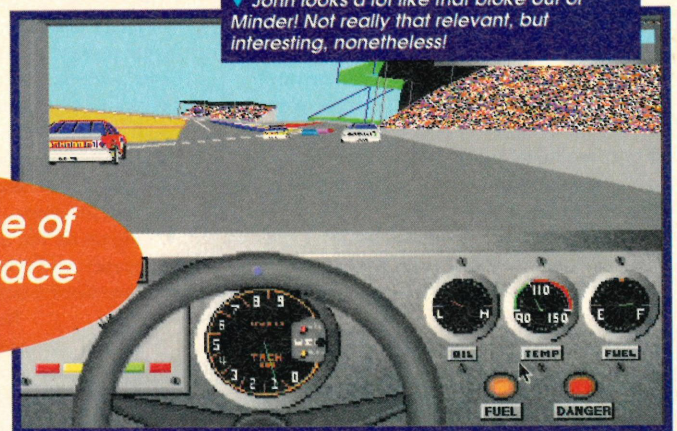


You're almost upon him. Get a bit closer and you might even be able to have a chuckle at one of those hilarious car stickers.

There is a bit of a glut of race games emerging at the moment. In this issue alone, beside NASCAR, there is Rally, F17 Challenge and Micro Machines, so it is to be hoped that Bill Elliott's effort will not be lost among them.

If it is, then there will only be one thing to blame, and that will be the fact that Gametek haven't got things quite right. If they do, they have potentially one of the best Amiga race games ever on their hands.

John looks a lot like that bloke out of Minder! Not really that relevant, but interesting, nonetheless!



PROJECT: Bill Elliott's NASCAR Challenge

HOUSE: Gametek

RELEASE: Nov '93

TEAM: In house

PRICE: £TBA

COMMENTS:

Racing games come and go, very rarely making a serious impact on the Amiga games market. The only notable exceptions that spring to mind are MicroProse's Formula One Grand Prix and Electronic Arts' Indianapolis 500. Comparisons are bound to be drawn between NASCAR and Indy 500, as it is very similar graphically to that ageing warhorse, and hopefully these comparisons will be favourable. From what we have seen so far there is no reason to expect anything but good things from Bill Elliott's NASCAR Challenge, and if all goes well, this could quite easily prove to be the king of the racing simulations in the run up to the festive season.

INSPECTED BY: Steve

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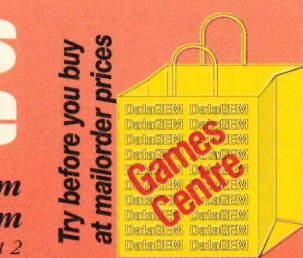
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▼ Giant bees are just one of the many foes you will come across in *Psygnosis' Second Samurai*.



▲ Let's be honest, only complete idiots would walk across here in their bare feet.

SWORD AND SO

Whether it's oriental action, or soft fluffy bunnies, Psygnosis have something for you.

When you think of large, impressive software houses only a few names spring to mind. Electronic Arts, US Gold and of course Psygnosis. Over the last few years, the Liverpool based outfit has grown in stature into what must be one of the top software houses in the country, and in the process, built themselves a healthy reputation of only releasing top quality products.

As software producers around the world step up a gear in preparation for the hectic run up to Christmas, Psygnosis, determined not to be left behind, have a full schedule of releases due to appear in the near future.

Second Samurai is one such game, and surprisingly enough, it is the imaginatively

titled sequel to the award winning First Samurai.

This is basically more of the same, being a hack and slash beat 'em-up, but with improved graphics and sound, more features including simultaneous two player action, three massive and different worlds, terrifying end of level bosses and many different ways to complete the game.

Plenty of surprises and hidden bonuses have been incorporated into the levels to spice up the gameplay, and of course to improve the

life of the game itself. Also available is a very handy system of save games and continues, enabling you to progress further through the game without having to constantly play and replay each and every level.

Second Samurai is billed as the sequel to end all sequels. I'm sure that won't turn out to be the case, but if Second Samurai comes anywhere close to emulating the success of the its prequel, it can only be a good thing.

▼ *Wiz 'n' Liz* features a split screen two player, very much in the mould of *Sonic 2* on the MegaDrive.



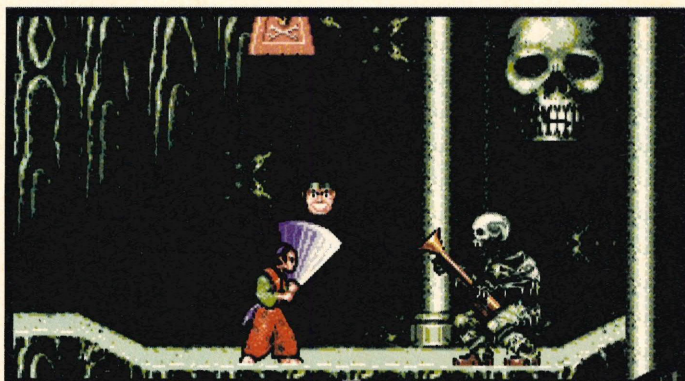
"...an all out, fast action platform extravaganza."

▼ If you are into rabbits, *Wiz 'n' Liz* will definitely be the game for you. The little beggars are all over the levels.



▲ A cuddly cactus holds many prickly delights for *Wiz 'n' Liz* in Wabbit Land. Let's hope they don't get pricked.





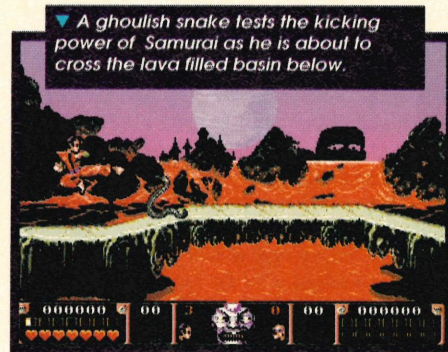
▲ Samurai's sword is quick as a flash, as a certain former editor launches an attack with a trumpet.



▲ One quick swish of your Samurai sword should be enough to take out this foe which is distinctly lacking in scariness.



▲ Is this a new form of rave dancing for Samurai's sword as he swirls and turns in his dark dungeon.



▼ A ghoully snake tests the kicking power of Samurai as he is about to cross the lava filled basin below.

AND RCERY

Wiz 'n' Liz

Also up and coming from Psygnosis are Wiz 'n' Liz in The Frantic Wabbit Wescue, a cutesy platformer very much in the mould of a console game and featuring two wizards, namely Wiz and Liz. The player must rescue their pet wabbits who have been inadvertently transported to other lands while Wiz 'n' Liz were experimenting with a potent mix of magic fruit. There is no time to waste though, for the longer the wabbits are in these other lands they are ever closer to perishing, and that would never do!

The finished game will feature colourful graphics through 56 levels and nine different worlds, over 20 soundtracks and a wide variety of sound effects, more than 100 magic spells, for which you must collect the ingredients if you are to cast them, and a split screen option for the fast and "furryous" two player mode.

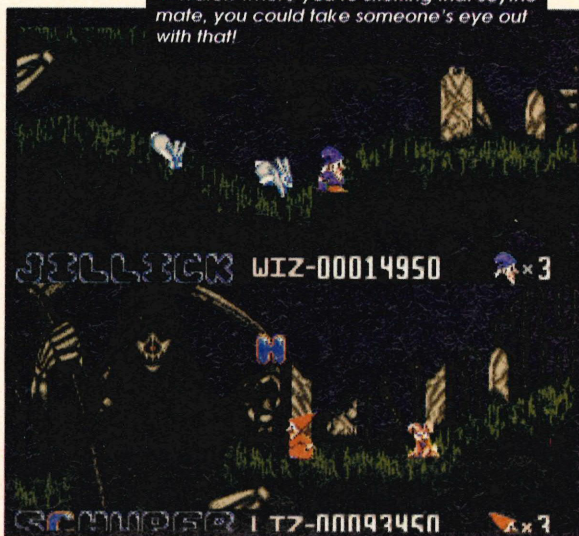
Wiz 'n' Liz has obviously been developed with the console market in mind, but that doesn't mean that this brand of non-violent action-packed gameplay won't appeal to Amiga gamers, especially of the younger variety. This is generally an all out, fast action platform extravaganza, with nice graphics and sound and an endearing storyline.

Psygnosis are going all out to prove that computer games can still be fun, without graphic depictions of people's heads

being torn off or their throats being slashed, and hopefully Wiz 'n' Liz will provide a welcome breath of fresh air. At least with this game people can relax, safe in the knowledge that their guts won't be wrenched by the next horrifying still picture.

These are just two of the products that Psygnosis have lined up for the coming months, and in the very near future we will be taking a look at one of their others - Globduel, on which hopes are pinned for a massive number one seller. Whether this is just hype or the game is actually as good as Psygnosis are billing it, is unclear at the moment, but hopefully we will have a full preview at the same time next month.

▼ Watch where you're sticking that scythe male, you could take someone's eye out with that!



▲ A two player split screen method is incorporated to enable you to play with a friend.

PROJECT: Second Samurai & Wiz 'n' Liz

HOUSE: Psygnosis

RELEASE: TBA

TEAM: In House

PRICE: £TBA

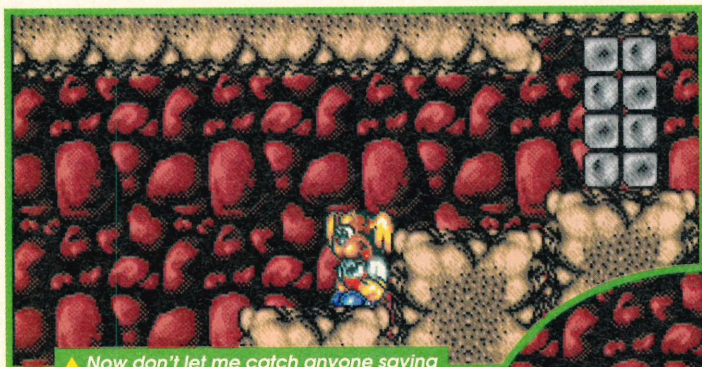
COMMENTS:

As we enter the period where the games market is at its most active, companies have almost got new games coming out of their ears. Some will sell phenomenally well, some will sink without a trace. To be honest, I don't think Psygnosis have got a lot to worry about in this area. Their name on the packaging alone is enough to convince people that what they will get for their 26 quid is a quality product. This may not always be the case (ie Air support), but there have not been enough bad experiences to put people off. For this reason, you can expect to see a Psygnosis product riding high, around the top of the Christmas chart.

INSPECTED BY: Steve

WONDERDOG

Roll up, roll up, and meet the latest cold nosed canine hero.



▲ Now don't let me catch anyone saying that this is Chuck Rock II with a dog as the main character.

Everyone loves a good platform game now don't they? Well, to be honest no. I used to like them, not as much as most I'll admit, but I didn't dislike them. Now, I've seen so many of them that it is difficult to distinguish one from another.

It was with great pleasure then, that I picked up Wonderdog and began to preview it. As with all of these games there is a storyline to it, so I suppose I'd better begin there. General von Ruffbone and his army of vicious dog troopers are sweeping through the galaxy, achieving total domination as they go. As they approach the tranquil planet K9, a young pup is hastily injected with the top secret Wonder serum and launched into space in a strange bone-shaped capsule.

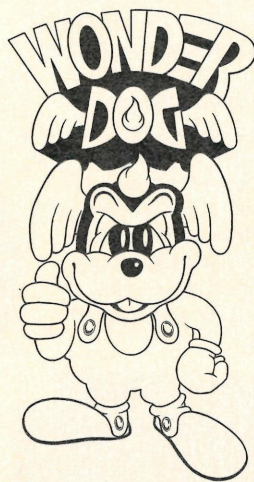
So, Wonder Dog is born, and, after crashing to Earth years later, he must mature and develop his fighting skill he does this by completing seven perilous levels, gaining the required combat skills and defeating adversaries in order to return and save his planet from total annihilation.

The action begins at a place called Bunny Meadow where Wonder Dog will learn his basic skills. You must collect as many of the bonuses and power-ups as possible in order to increase the score and gain extra lives. During his travels, Wonder Dog will find various items that he can pick up, including Wings for

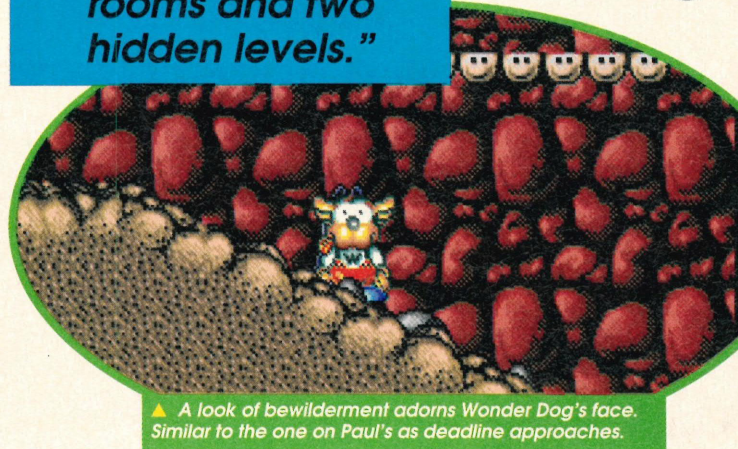


energy, Bones (collect 100 for an extra life), and Whirlwinds for short term invincibility.

The finished game will feature an eight way scrolling platform area, multi-layer parallax, over 60 bonus rooms and two hidden levels. There will also be seven worlds split into numerous zones, almost 400 different aliens and eventually, it will run at around 50 frames a second.

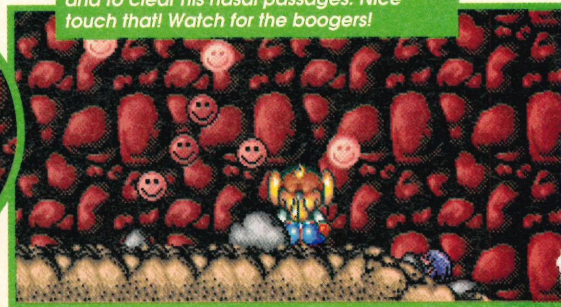


“...over 60 bonus rooms and two hidden levels.”



▲ A look of bewilderment adorns Wonder Dog's face. Similar to the one on Paul's as deadline approaches.

▼ Wonder Dog stops for a bit of a breather, and to clear his nasal passages. Nice touch that! Watch for the boogers!



This may well sound very impressive, and probably is, but I can't get past the feeling that it is going to be just another platform game. If it arrives and I'm wrong, and the game completely shatters the platform mould, then, well, I'll deny I ever said otherwise I suppose, and have very stern words with anyone who says I did!

▼ “Now I wonder (ha ha) if anyone's got a can of Chum. It's no fun being a dog with a wet nose, especially when you're lost.”



PROJECT:	Wonderdog		
HOUSE:	Core Design	RELEASE:	Oct '93
TEAM:	In house	PRICE:	£25.99
COMMENTS:	Oh, I'm so excited. It's another platform game. What a joy. For those who are a little unsure, I'm not really being 100% serious now. I have nothing personal against Wonder Dog, but if there's one thing I hate, it is seeing something that I have seen before time and time again. Hopefully, Wonder Dog will not be as bad as I personally think it is going to be. Even if it is, it is unlikely that people will dislike it, as it appears to be a highly polished product, that plays reasonably well. A good point to note is that it strongly resembles Chuck Rock 2, which in itself was a damn good game, so perhaps I'm just a bit of a Johnny Harshpants, eh?		
INSPECTED BY:	Steve		



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Fancy sitting in a cage in the middle of Epping Forest? Well now's your chance – only this one's on wheels!

You could be quite easily forgiven for thinking that because this is a Europress Software production, its chances of getting a fair going over are going to be somewhat reduced to say the least. Well, I am glad to inform you that you would be wrong, so there! Unfortunately, there is absolutely no way I can prove this to you. You are just going to have to believe me, and even if you don't, there is very little anyone can do about it.

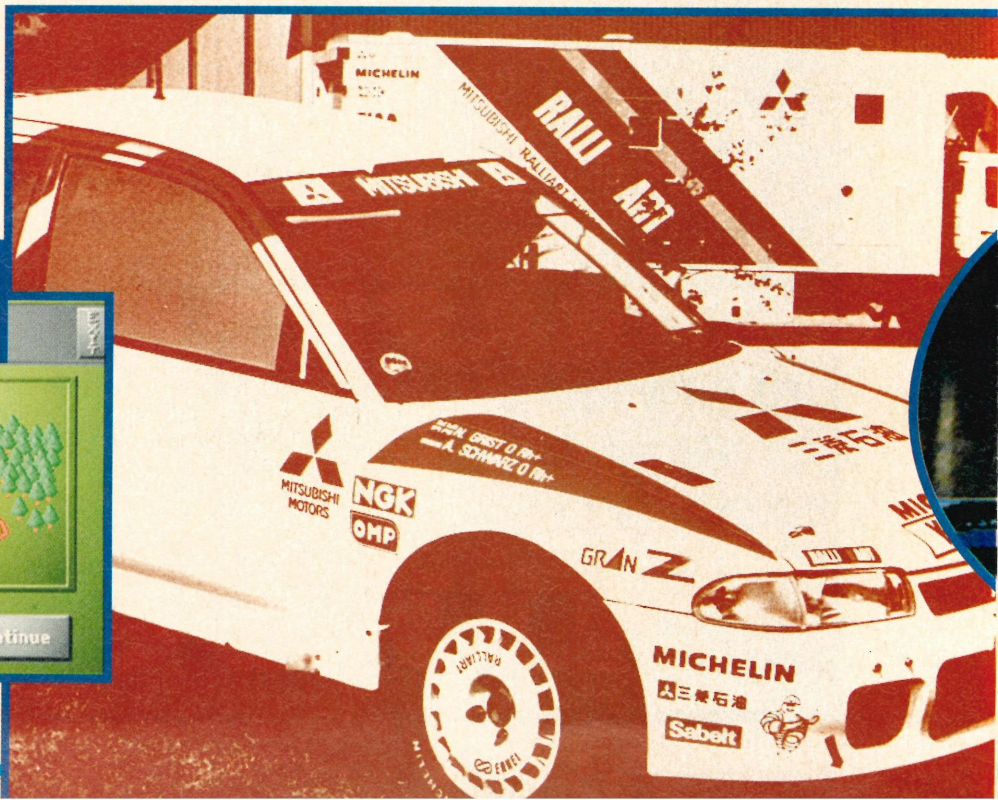
This is not actually Europress's first foray into the world of rally driving simulations. Around five years ago, Europress Software, who at that time were masquerading under the name of Mandarin, created Lombard RAC Rally, my own, and many others favourite

game of that type, even to this day. This game was proudly proclaimed to be the first ever rollercoaster-type driving game, and featured all of the stages from some big rally event or other, the name of which sadly escapes me at the moment.

Now, the team are back to bring you what is essentially the sequel. Although the game is in its very early stages of development on the Amiga, we were informed that a working PC version was available to be viewed, and we thought that as always, our faithful readers deserved the first look. So, on a sunny Tuesday morning, it was with a stout heart that I set off on the long and arduous trek across the forbidding car park.

When I finally fought my way through to the entrance the sight that awaited me was enough to make even the most laid back Amiga user drool with anticipation. I can say, in all honesty, that Rally on the PC is one of the most stunning looking games I have ever seen. The screenshots, which are pretty amazing in themselves, really don't do the product justice. The way the game moves and

▼ All of the 40 stages from the Network Q RAC Rally have been accurately reproduced for this game.





the way the car handles are both amazing to say the least!

The game accurately simulates each stage of the four day Network Q RAC Rally, and the game is officially endorsed by the aforementioned organisation.

This endorsement has meant that the developers have been able to draw on the RAC's unrivalled knowledge and experience of all aspects of rallying.

Extensive research was carried out with works rally teams to ensure that the cars featured in the game are as accurate and up to date as possible. Project manager Richard Vanner travelled

around the country filming the various special stages along the route (bet that was a

▼ Are these not just the best quality graphics you have ever seen in a race game? Shame it's a PC shot really!



▲ Extensive research has been carried out to make the handling of the car as realistic as possible.

"One of the most stunning looking games I have ever seen."

strain, eh Richard?), and the footage has resulted in different road textures like gravel, tarmac and mud, being accurately reproduced on screen, together with roadside

features like trees, logs, actual rally roadsigns, marshals and of course, spectators. Players will

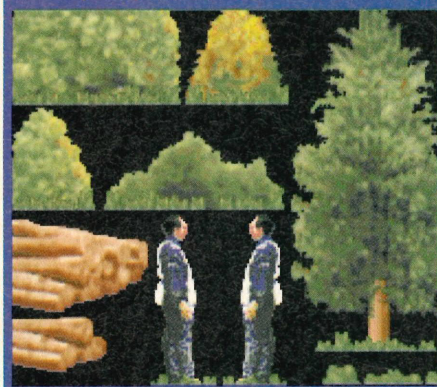
apparently be able to select from the latest,

most technologically advanced rally cars in the world, each with its own distinctive performance and handling characteristics. As you race against the clock, a computer co-driver will scream out pace notes and directions to you, making sure you are always well informed as to what is

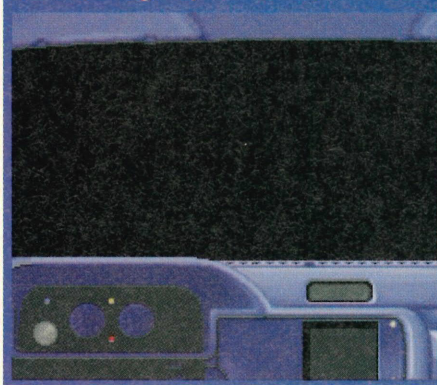
going on. It is said, and I can't actually confirm this as I didn't see it myself, that you can actually roll the car, and of course, any damage sustained in the race will affect the cars performance.

So far, it would seem that I think that Rally is the best game ever, but that is not quite so. I must stress the fact that I have only seen the PC version up and running, and to be honest, it looks as though converting Rally to the Amiga in the form it is now, will be nigh on impossible. Hopefully, what will happen is

▼ Roadside objects have been carefully noted down by Europress supremo Richard Vanner.

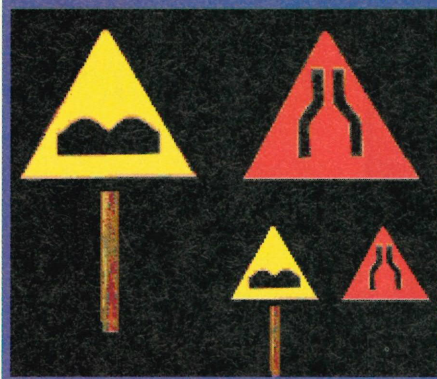


▼ Thanks to Rally, you can drive some of the most technologically advanced cars around.



that some of the graphical quality and speed will be sacrificed in order to maintain the high standard of gameplay. If this is the case then Europress Software are on to a winner. If not, then sadly Amiga owners will be once again missing out. As always though, the only way to tell what is going to happen is to wait and see.

▼ All of the road signs you see in Rally are ones you would actually see were you taking part.



PROJECT: Rally

HOUSE: Europress Software RELEASE: Nov '93

TEAM: In House PRICE: £29.99

COMMENTS: There is no doubt that PC owners are in for a treat when Rally is released in November. Whether Amiga owners will have as much reason to look forward to that is a different matter. Maybe I'm just sceptical because I haven't actually seen a working Amiga version, but I will be absolutely astounded if they manage to achieve the same high level of quality of graphics, sound, and most of all, gameplay. Europress Software deserve a great big pat on the back for the amount of work they have put into the research and development of this product, let's hope they don't go ruining it by releasing a sub standard Amiga version!

INSPECTED BY: Steve

50not

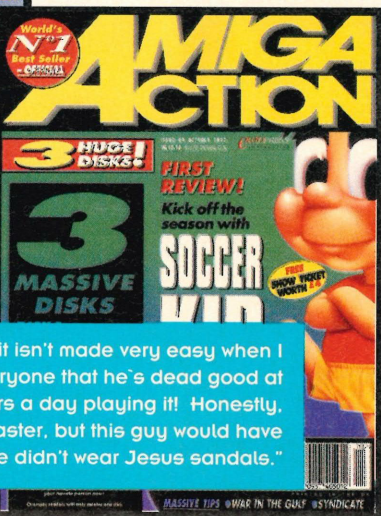
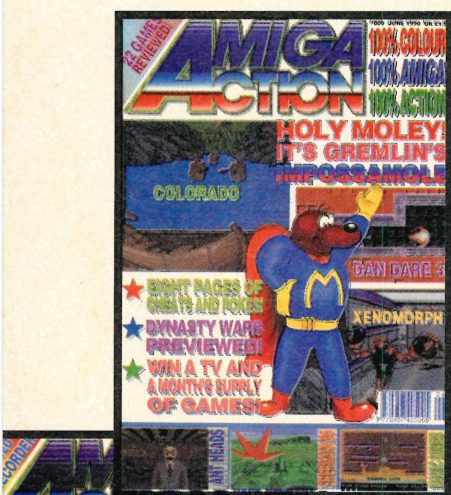
Amiga games magazine! We would have liked to have had a bit of a celebration the other month to commemorate four years of excellence: unfortunately nobody realised that we were four years old until after the mag went on sale. We determined there and then to make up for this abhorrence by putting on a lavish bash for our 50th issue. Trouble was, we kinda forgot about that until late on too – but, corporate bigwigs that we are, a handout was begged, a marquee erected and caterers employed to lay on a banquet. Top industry figures began arriving as early as dawn to secure a good place on our sumptuous lawns, and after a few injuries through jostling, a reverent calm settled and the festivities began. Several live bands – including U2 and the mega Bad Boys Inc. – played set after set of rip-roaring tunes, and funny men Bobby Ball and Kenny Lynch provided rib-tickling tales aplenty for the increasingly merry crowd...

In the days of old, when Steve McNally was in short trousers, John Archer hadn't yet begun to look like Ray Daley out of Minder, and Roger still had one or two marbles remaining, a little mag by the name of Amiga Action crept humbly onto the market. It wasn't too long before this unassuming pamphlet became a veritable bible for all who placed importance on definitive reviews and breaking news. Allegedly.

Anyway, this mag grew and grew, until suddenly, one day, it was the world's best selling

Having missed out on our fourth birthday a couple of months ago, we decided to have a bit of a bash to celebrate our golden jubilee. Unfortunately, we left things a little bit late – but we did our best, we did our best...

BY: PAUL ROUNDELL



Steve on Paul: "It's a job I suppose, but it isn't made very easy when I have to carry idiots like that. He tells everyone that he's dead good at Goal – well so would I be if I spent seven hours a day playing it! Honestly, I thought Nick Merrit was a big enough taskmaster, but this guy would have me fastening his laces if he didn't wear Jesus sandals."

OUT!

A Erm, actually it wasn't that big a party at all, but it's quality that counts, not quantity, and we had a whale of a time with our chocolate bun and medium sized slice of Asda pork and egg pie. Being a harmonious crowd, we were all quick to offer our colleagues the choicest morsels, of course, and the rumours that I chased Sue twice around the car park because she took the egg from the middle are completely unfounded.

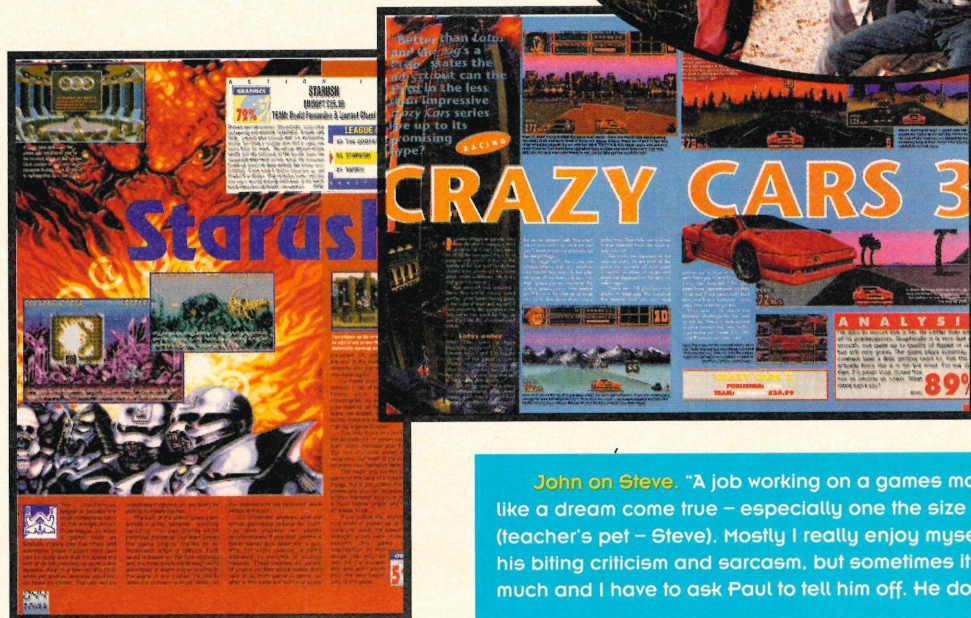
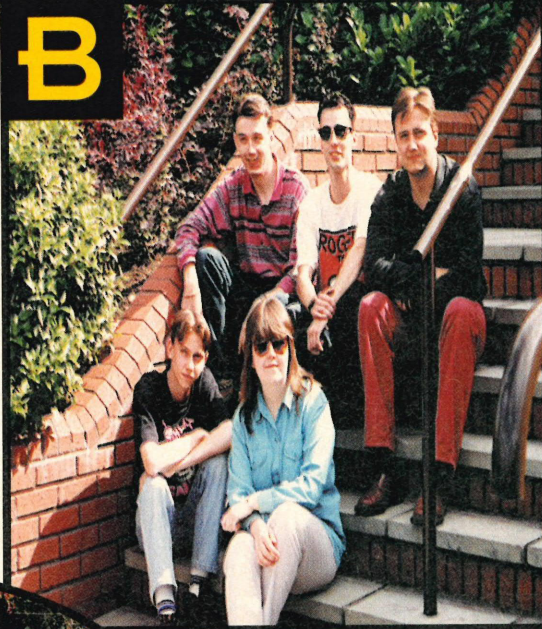
B Satisfied with our gargantuan feast, it was time to relax in the balmy afternoon sunshine and pose for a few photographs for the various national newspapers who, er, might have attended the bash, had they not been too busy doing something more interesting. Sue insisted on being at the front, explaining that she needed the practise for her forthcoming wedding, while Steve – in true Stevelike fashion, steadfastly refused to sit in anything other than his silhouette suit. Which is probably just as well.

C The sun was sliding quickly towards the horizon as the party took a sinister turn. John (he really does look like that bloke out of Minder, doesn't he?) found a stash of intoxicating beverages – a throwback to his student days – underneath the spare wheel of his Fiesta, and as the curtains in the management block began to twitch in curiosity, we donned our expensive party hats and toasted... well, actually we toasted just about everything from Amiga Action to Beryl Reid.

D Drinks drunk and belches belched, we remembered the reason for this momentous celebration, and moved on to another part of our Greek sunken garden (a bit like the Blue Peter Italian one, but littered with kebab wrappers instead of pizza boxes) to wallow in nostalgia and history. What about that old coloured logo Eh? – oh dear oh dear. Before too long the pages started mingling together, and it was all we could do at one point to stop Roger toppling into the pond

E I can't understand it. I mean, I only had a couple, and didn't even finish those. It must have been that pie, or maybe the chocolate bun – no, honest, it was... *(It has to be said that Paul looks a lot better here than he did at the conclusion of the Black & White industry party at the ECTS.)*

Paul on John: "He looks like Minder. Well no, not Minder – not the proper one – but that new bloke, Ray. Actually he's a really good bloke to have around. Who else would go out to the sandwich van in all weathers, and take your word for it that a bacon and cheese roll really is only 15 pence? They probably do cost that at the Winchester Club."



John on Steve. "A job working on a games magazine was like a dream come true – especially one the size of this (teacher's pet – Steve). Mostly I really enjoy myself, despite his biting criticism and sarcasm, but sometimes it all gets too much and I have to ask Paul to tell him off. He doesn't."

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REALLY WEIRD!

Morph games and Global Hypercolour T-shirts to give away!

Millennium wanted to give away some prizes in conjunction with the release of Morph on the A1200. There are 50% more levels you know, but this is neither the time nor the place to go into that.

Keith – he works for Millennium he does – said to us that he wanted to give away some copies of the game. Of course, we were only too happy to accommodate him, but we wanted something more. Well, he hummed and hawed, and he hawed and he hummed, then suddenly a look of delight spread over his face, and with a cry of “I’m delighted!”, he promptly offered us some T-shirts too.

But not just any old T-shirts – no sir. These are those funny coloured ones that mould themselves to your sweaty torso and become even more strangely coloured as you jump around. And stuff.

Global Hypercolour, they’re called, and they don’t come cheap. Luckily, this isn’t a consideration for five lucky readers, who, on answering just ONE simple question below, could find themselves in possession of such a treasured item, PLUS a copy of the game – either the A1200 specific version or the good old standard job.

So, for those hipsters who fancy, er, playing a really good game, and then, ah, going out in a dead smart shirt, this is the competition for you. Oh yes it is. Somewhere below you’ll find a question. You can answer it if you want, and send in the form to us in the vague hope that from the hundreds of entries we receive, yours will be drawn. It probably won’t, but give it a go...

Complete this age-old popular children’s song from the options below. Red and yellow and pink and green, orange and purple and —?

A/ Blue

B/ Custard

C/ A small man in flannelette trousers with a waxed moustache.

THE REALLY WEIRD COMPO

Please tick :

Answer A ☐

Answer B ☐

Answer C ☐

Name:

Address:

.....

.....

Postcode: **Age:**

Send your entries by the 29th October to “Really Weird”,
Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP.



PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE ANY PROMOTIONAL MATERIAL FROM OTHER COMPANIES

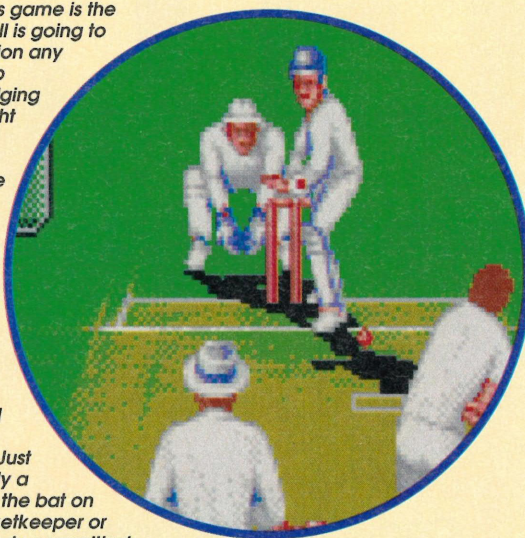
Win Win

GIVING THE GA

Will you survive the wrath of the new improved batsmen and county teams? Will the opposition hit you for six? Will you get bored before teatime? Not with Jim's invaluable players guide you won't, mate.

Tough cookies

The most noticeable improvement in this game is the batsman's ability to judge whether a ball is going to hit his wickets or not. In the original version any ball leaving the bat away from off stump confused him and he'd often end up edging the ball to the slip fielders and get caught behind. The new version has now an improved backward defensive stroke which virtually never fails in middling the ball and dropping safely in front of him. It also has learned to leave any ball which is missing the stumps, although this however contributes to the batsman's new, if less obvious weakness. Select a spinner from your team and bowl from around the wicket to a right handed batsman, or over the wicket to a left hander, as this will increase the angle of the delivery. Choose an offbreak which spins the ball towards the bat, and pitch the ball at a medium length just missing the stumps. Just before the bowler releases the ball apply a small amount of spin which should skim the bat on the way through for a catch to the wicketkeeper or slip fielders. The batsman will have already committed himself to leaving the ball and doesn't have time to adjust his shot. This method requires a little patience on the top order batsmen but gains momentum and effectiveness against the tailenders. Inswingers or off breaks can be effective outside the off stump from over the wicket as well, and the occasional ball with no swing or spin applied can fool a batsman into edging the ball behind. Such variations are even more useful in a two player game which can surprise your opponent.



Butter fingers

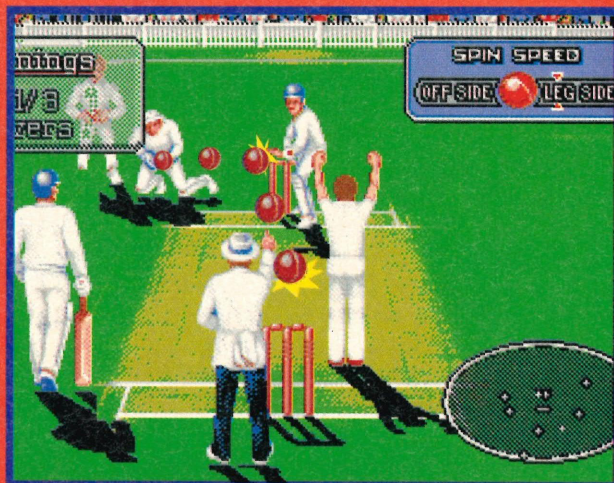
When setting fields against the computer two slip fielders are essential. If you bowl conventional outswingers, a first and second slip are required. If you bowl inswingers or strong offbreaks, a legslip is useful for taking catches off the inside edge of the bat as well as stopping annoying byes if the ball is missed. The outfield consists of mainly defensive positions including a long on and long off to save the drives, a man at cover point to save the cut and the rest roughly in a circle around the square to mop up the nudges and pushes. The only true attacking outfielder is one positioned next the slips who can swiftly gather the ball which trickles behind the wickets for a potential run out.



BEATING THE BAT

▼ 1: If you make the batsman believe the ball is wide enough to not play a shot, he won't. A touch of off spin at the last minute will make the ball brush past the bat for a simple catch behind!

▼ 2: Howzat! The improved batsman never anticipated such canny bowling. This technique works best using a spinner but swingers can also perform this bowling marvel

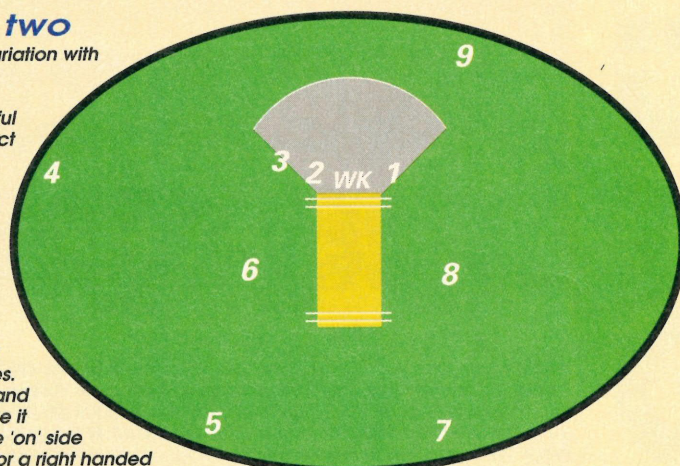


The backward defensive stroke is the safest and most effective way of accumulating a big score in the early stages of an innings.



It's more fun with two

Any video game is given infinite variation with a two player mode and this is no exception. Test matches require patience, strategy, skill and an awful lot of rainy afternoons. Always select a team with at least two good specialist spinners, a swinger and a fast bowler so you have a varied attack in case your friend works out your tactics. The same applies for limited overs matches where economical bowling is crucial. Short outswingers are difficult to score from safely and force the opponent to play the risky cut shot which gives the slips many chances. Outswingers (from swing bowlers) and legbrakes (from spin bowlers) make it difficult for runs to be scored on the 'on' side (the right hand side of the screen for a right handed batsman) because the ball is moving away from the bat. This means you can cram the off side of the field (the left of the screen) with most of your fielders which can save runs and make batting a tricky business.



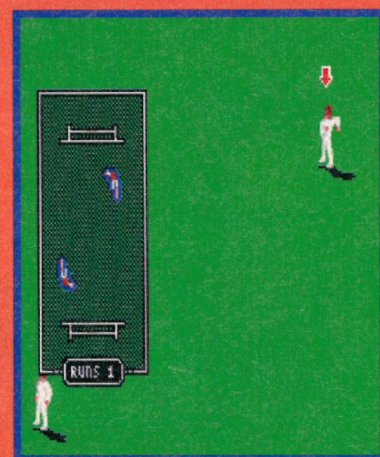
Cream sleeves

Another more 'cheaty' bowling technique is to pitch the ball as short as possible using a spinner with no spin applied. With a bit of luck the batsman will get bored with waiting for the ball and do something stupid like play on to his stumps. This method cannot be applied when using fast bowlers however as this will result in asking the crowd for the ball back after it's been hit for six. Pitching the ball up to the bat generally results in the computer scoring easy runs, although if the ball is just missing the stumps it can result in the occasional catch behind. This method works best using a fast bowler and varying the pace, particularly effective against amateur batsmen.



INFINITE RUNS

Fancy scoring as many runs as you like against the computer off any ball? Well you can if you read on. After you have hit the ball and the fielder collects it, press the 'P' key on the keyboard which will pause the fielder. Unfortunately for the computer it does not pause the batsman running (just press the fire button to set them off) and press the 'Escape' key when you're too guilty to continue cheating.



Down the line

When batting against the computer the same methods apply from the first version. Change the batting order and put two defensive batsmen as openers, as this will protect the best batters for when you've really got your eye in once the first few overs have been bowled. Playing the big shots early on can be disastrous because timing is essential. At least one single can be run off most forward defensives and two or three off a well timed backward defensive. When playing a drive, hitting the ball early and on the up is the best way to score a boundary and leaves less of a margin of error opposed to playing late. If a stroke is played too late (especially dangerous against well pitched up deliveries) it can result in virtually any form of dismissal, playing onto your stumps being a new way to get out. A full toss can be driven for four but the timing must be perfect. Half volleys and short balls are far safer to smash around. Cutting or hooking is generally a risky business unless the ball is extremely short, in which case a juicy six is on the cards.



1ST INNING 2ND INNING

GOAL!

GIVING THE GA

Be it the Wimbledon wobbles or the Everton blues, despair no longer – we're here to put you back in control...

Whether you lend your voice to the Sensible Soccer or Kick Off 2 crowd, it's difficult to deny that Dino Dini has produced another masterpiece in the glorious form of Goal! Cynics might say that it's Kick Off 2 with knobs on, while fans insist it combines the virtues of the other two greats. We'll leave the arguments to rage on for now, and get on with doing what we do best – help you to get the most from your games!

Dribbling

The fundamental of any football game – or indeed the real thing! – good dribbling is of utmost importance if you are to achieve any success at all.

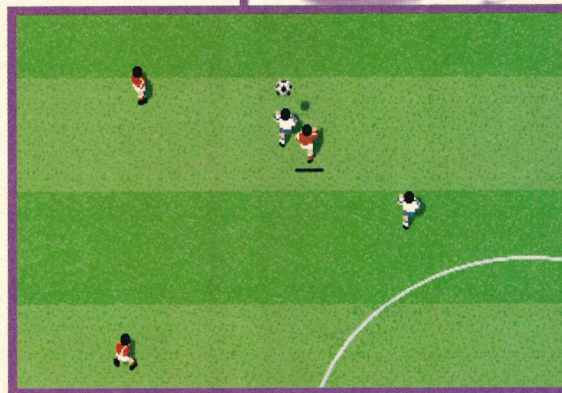
Close dribble

Push the joystick in the direction you wish to travel with the ball. Sounds easy – and it is, provided you follow a few simple guidelines. Don't travel too fast, for instance, or you'll find the ball runs away from you. Also, running fast means you are less in control, and it will prove difficult to slow down or stop.

Keep your speed down by centering the joystick mid run. A disadvantage of this tactic is that you are more vulnerable to tackles, but it will be particularly handy for getting into a precise position, such as when lining up a shot.

Trap turn

Trapping the ball is detailed below, and the trap turn is a tricky movement, whereby you change course while in possession of the ball and head off in a new direction. Slow down by centering the joystick, as



outlined above, then just as you are about to stop, hold down the fire button, thus trapping the ball. Centre the joystick, then release the fire button and push the joystick in the direction you wish to travel. Beware of incoming tackles, as slowing down renders you vulnerable.

Stop turn

Keeps the play flowing more quickly than the trap turn, but is tricky to implement. When chasing the ball, by centering the joystick at the precise moment of contact with it, it is possible to turn up to 180 degrees and head off. Careful judgement of speed and exact timing are required to carry it out.

Fast turn

The fast turn is an advanced technique, but once mastered can give you a vital few yards head start on opposition players, since it involves (surprise surprise) quick turns at high speeds. Much practise is needed to learn the timing required to turn at precisely the right moment without slowing down. Turns of up to 45 degrees are possible, and it's worth the effort in practise when it pays off...

Stagger turn

Another tricky way of changing direction at high speed. Kick the ball ahead then alter your course slightly, enabling you to approach the ball from a different angle. A good idea for those not yet able to bring off the fast turn, and as long as you're aware of what's ahead on the pitch, reduces the chance of being tackled or losing control.

General Control

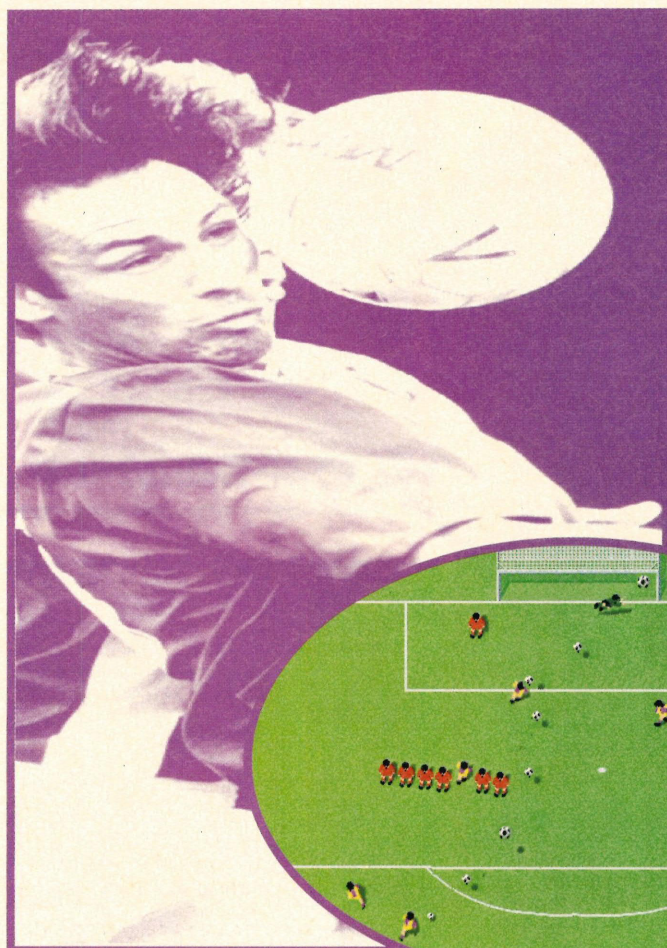
Not much point in being the world's best dribbler if you don't know what to do with the ball – just ask Franz Carr! Here's how to keep in control...

Trap

When receiving the ball, hold down the fire button. You will slow down in full control of the ball, and can pass in whichever direction you choose by pushing that way and releasing the joystick. Alternatively, you can begin dribbling by releasing the fire button and centering the joystick, before moving off.

Turn trap

Trapping the ball close to the line may result in either you or the ball crossing the line. The turn trap prevents this. When





which, if you are close enough, will result in a tackle. Provided you are moving slowly enough, you will control the ball after the slide tackle.

Header

An approaching airborne ball can be headed by tapping the fire button the moment it reaches you. Timing is all important, but since your speed and direction can influence the path of the headed ball, once mastered, this technique gives you a distinct advantage over opponents.

Passing

With good dribbling and control, you have the basic requirements for a decent team, but without passing, your promise will remain untapped...

Controlled pass

This is one of the easiest techniques to master in the game, but remains a valuable way of keeping the action flowing, and your team on top. First, control the ball using the 'trap' method, then, with the fire button still held down, face the direction you wish to pass, release the button, and the ball will be passed to your nearest team member. The controlled pass depends to some extent on the passing skills of the players involved...

Through ball

Bringing your player to a stop, while the ball has run in front of him during a dribble, will allow the ball to run through to another player further up the field. Obviously, this is a tactic to use with midfield and defensive players, as a through ball from a forward will roll tamely into the arms of the keeper!

Chip pass

When in contact with the ball, and moving, reversing the direction of the joystick will chip the ball. After the ball has been chipped, moving the joystick will dictate the height or swerve imposed upon the ball, allowing you to pass the ball to a team member in an awkward position, such as when an opposing player stands between you.

Again, the chip pass needs much practise to perfect, but with enough implementation, you should even be able to use it to lob the keeper from just beyond the edge of the box!

Long ball

The best way to make a quick break after some opposition pressure in your half, is to use the long ball. Basically, this entails little more than shooting the ball upfield to a team member, either along the ground or in the air, and using the aftertouch to swerve or bend the ball as required.

you have trapped the ball near the line, then as soon as you are in control, turn your player away from the line to keep possession. This is another move which takes a lot of practise.

Chest down

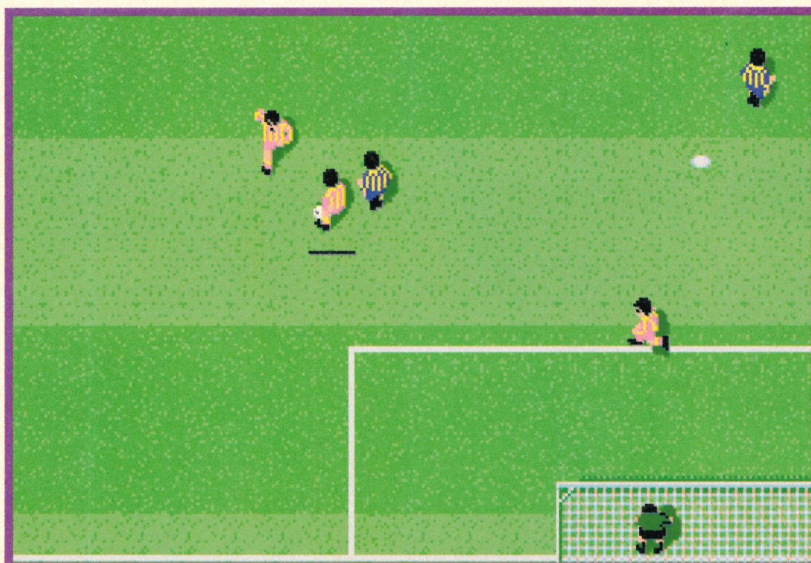
If you are facing the ball, and it arrives at chest height, you will automatically chest it down and bring it under control. If you are facing away, then the ball will rebound from you, so keep aware of the ball's whereabouts in order to gain control.

Slide

Use this technique when closing in on an opponent who is carrying the ball. A quick tap of the fire button will send your player into a slide,

GOAL!

GOAL!



Good use of the long ball can swing the play in a matter of seconds, but it is important to place the ball well, as this technique makes you vulnerable to tackles.

Shooting

You can be as talented as you like, but it's goals that win games! Here's how to score a few...

Normal shot

Exactly what it says, this is a straight shot in any of the conventional joystick directions. While running, tap the joystick button (facing goalwards, of course) and quickly release it. Aftertouch can be applied to slightly adjust the course of the ball.

Super shot

One of the few aspects of Goal which requires little or no practise at all, the super shot almost assures a goal every time it's used. The super shot comes into operation when you are closer than nine yards to the goal and unleash a shot. The computer calculates the best angle of shot with which to beat the keeper, and directs the ball into that area, so when you're nearing the six yard box, simply press the button and hope – if your striker's shooting skill is anything above dire, the result will be favourable.

Overhead kick

A hell of a shot to master, but one which adds a new dimension to your play should you become proficient at it. While facing a head-high ball, tap the fire button and reverse the joystick. The player will leap into the air and belt the ball in the opposite direction, over his own head. Practise at this can result in radical swings in the state of play, and even the odd surprise goal too. Takes timing though...

Tackling

But what about when the opposition do manage to break out of their own half? Well here's what to do...

Block tackle

The easiest to implement, but at the same time, not too difficult to avoid. Standing in your opponent's way as he charges towards you will, if he

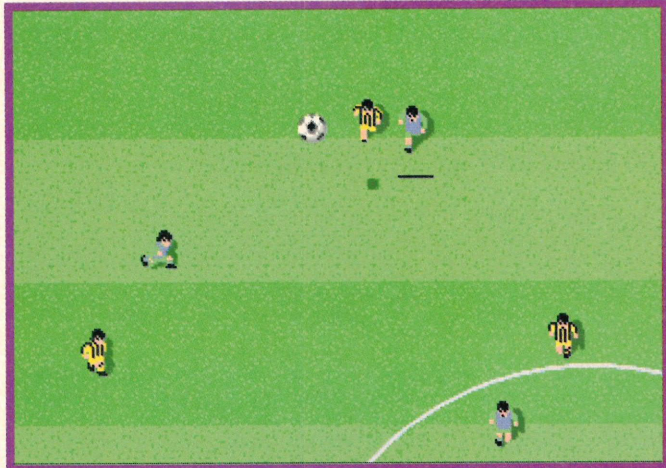


keeps his direction, result in your taking the ball from him, thus enabling you to run around that player and hare off in the opposite direction. You may look a bit foolish if he swivels his hips and leaves you standing though. Good safe bet for the occasions when you're too close to goal to risk a penalty.

Slide tackle

A tackle which, if successful, almost certainly takes the ball a good distance from your opponent, but one which is likely to result in the odd card too! Tap the fire button when the ball is travelling close to the ground, and your player will immediately initiate a slide in the direction he is facing, or running. Unsuspecting opponents may be 'de-balled'





quite easily by this method, provided you time the tackle well and make contact with the ball before the player. If you don't, you might find it's time for an early bath!

Interception

Passes between opposing players can be intercepted – again, if timed correctly – by running onto the ball, if you have a player close enough, or by sliding into the ball if you don't. Sliding gives you more chance of actually reaching the ball, though controlling it when sliding is tricky unless your player is travelling slowly enough.

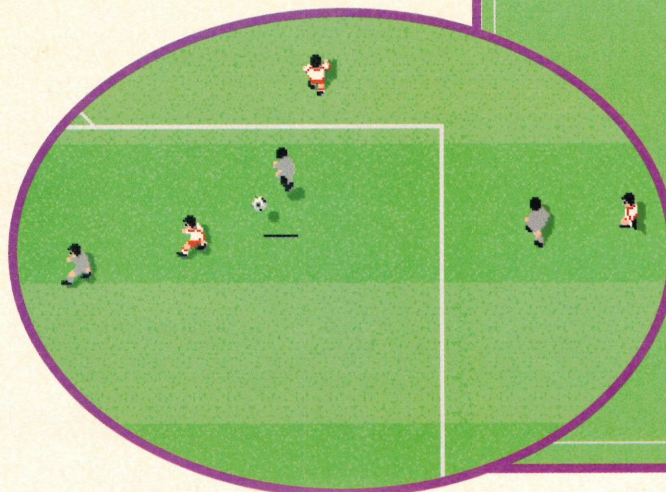
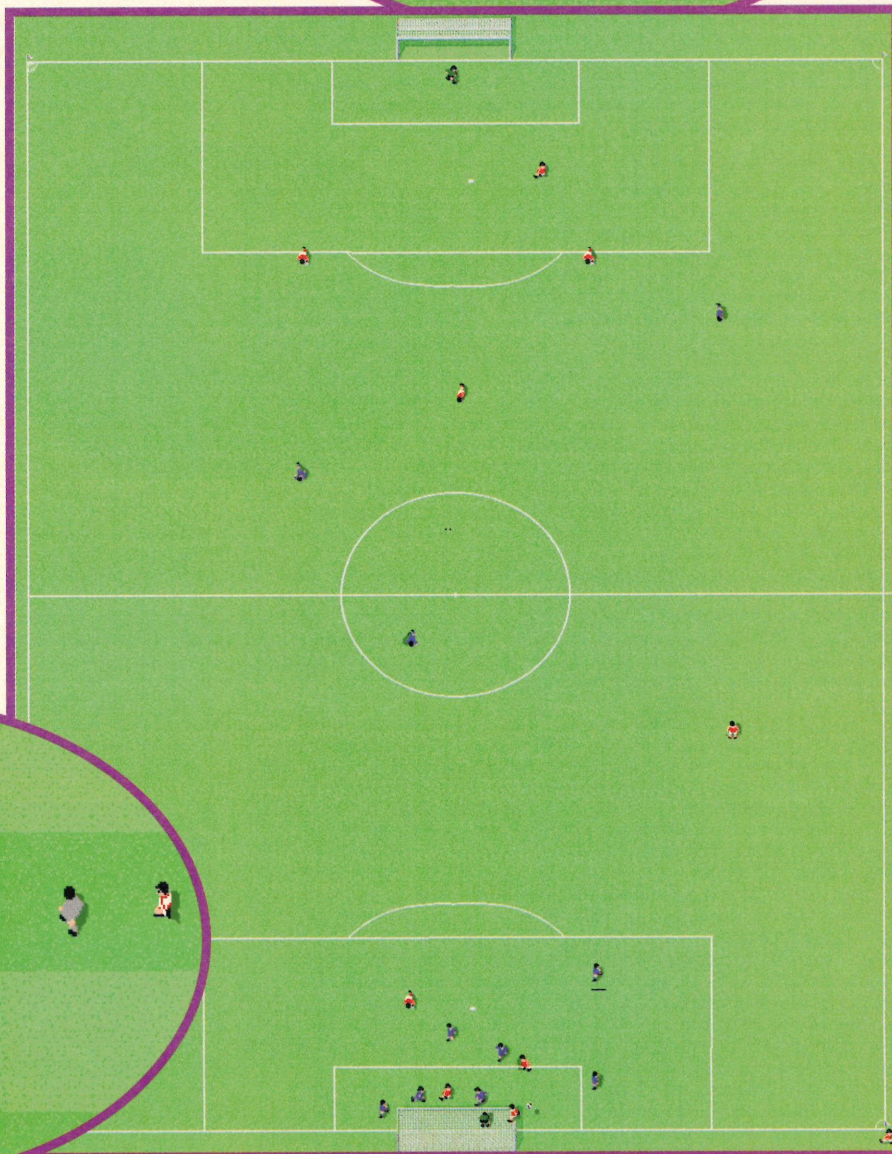
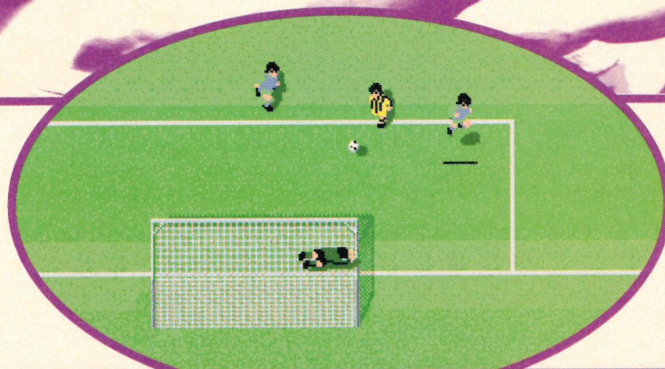
Aftertouch

Let's face it – in reality no-one can bend or swerve the ball to the extent an aftertouch option allows. But neither are real players restricted in their movements by rigidly fixed joystick controls, and in a game such as Goal!, the aftertouch makes all the difference between a good and a great player.

It can be applied at any time after the ball is kicked. For a more exaggerated bend, move the joystick left or right as soon as the ball leaves your player's foot. This type of aftertouch is useful when you are running full tilt towards goal, and may be unable to change direction before shooting.

Milder aftertouch is a good idea when your player is directly facing the goal, and about to shoot. A slight bend to the one side is likely to beat the keeper and end up in the net. The ball can be kicked higher by a slight backwards pull on the joystick (if the keeper is off his line, or an opponent is blocking pass), or kept on the ground by pushing forward slightly (easily controlled pass, but especially good in penalty situations).

Aftertouch is particularly useful for free kicks, whereby the direction, height and power of the ball can be controlled far more closely than simply using normal kicks.



GOAL!

GIVING THE GA

It might not be Bali or the sun kissed beaches of Hawaii, but if you missed out on a holiday this year, get ready for a spot of island hopping with this epic adventure from Daze. And at least you won't get sunburnt!

IRVAN'S ISLAND

From the start go West and then North. It is best if you avoid the fight at this point. You will see a pump-handle, play with it for a while if you like. Recruit Kudsac, pick up his possessions and then kill him. Your next task is to visit the two inns to recruit four characters (choose one scholar – namely Eliandr, one magician – Zeloran, one archer – Fandhir and a warrior of your choice). Buy a sword, a bow and some arrows from the armourer and food from the shopkeeper to recover physical strength after fights.

Next go to the harbour (S-SW) and force a passage. You will be captured and handed over to the village chief who will tell you of your mission. Return to the starting point and then go S and then E. Kill the three thieves and find the dead woman, pick up the pendant and eat if necessary. Return to the village to recruit and buy helmets and shields. Go to the extreme East and into the forest, then go North to pick the black and white mushrooms, then the dandelions which are surrounded by stones in the extreme North. Fight the wasps and enter the forest clearing on the South side. Kill the orcs and the chief orc using arrows as much as possible, then pick up the necklace. Return to the village and hand the necklace to the chief to recover the boat. Eat, sleep, buy arrows, arms and food. Go to the harbour and select the town landing-stage.

ZACH'S ISLAND

Go right through the town to the library at the extreme NE and pick up the fortress parchment. Kill as many enemies as possible to gain money and experience. Buy arms, helmets and food. Recruit if necessary, eat and sleep to recover psychic strength and return to the harbour in the direction of the fortress.

AKEER'S ISLAND

Follow the wall on the right and try to keep moving East at all times. You will come across many skeletons to fight. There is a passage to the South. There you should pick up the treasure in the cul-de-sac at the South end and the skull in the cul-de-sac to the East. Leave the passage again and continue East and then South. In the large room take the extreme South East, then S, E, and corridor to the North to activate two handle – one on the right hand wall and one on the left hand wall. Continue due North into the passage and follow the corridor into the large room. Activate the handle on the wall to the North and leave the passage again, take the extreme SE, follow the corridor and pick up a skull in the cul-de-sac. Re-enter the corridor with the handles and walk around the West wall. On the other side, enter the room, pick up treasure, skull and arms. Return to the landing stage and then to the town.

ZACH'S ISLAND

Buy fighting gear, arrows and as much food as possible because big fights are just around the corner. Buy two monk's habits and five fur coats from the clothes shop (not far from the harbour, in a road leading to a little square to the North). Go to the library and examine a parchment on potions. Go to the bank (West of the library), enter the street with the guards and kill all of the guards in one go (you can't make a return trip), using arrows and spells. Take the door opposite and pick up the 100,000 po. Deposit 10 000 in the bank (on the other side).

Go shopping: buy a magpie, a monkey, an eagle and a parrot from the pet shop (extreme SE of the town). Opposite is an armourer. Depending on your budget, buy arms, helmets and shields. Go down to the S, after the bend and buy five ropes from the shopkeeper. Move West, buy potions for the troublesome priest (Humbolg) and ent reviver (Jablou). Continue to the West and you will come to three crossroads, North, then West, then first East. Kill the giant guard, then if necessary, regain strength because there are more difficult fights to come.

Enter the Blue Velvet nightclub (only open at night, hence the phrase nightclub I presume) and you will get thrown in prison. Release the magpie through the bars and pick up the key. Open the cell and put on five monk's habits. In the fortress take the passage (open between

midnight and 4am). Pass the monk and enter the sacrifice. Recover the prison key from the monk's belt and leave the passage again. Find the invisible wall and cross it (where one of the characters notices a draught). Leave the prison and you will have to fight with the guards. Return to the harbour where you will need at least 10,000 po and an iron shield. Take the boat for the island where you started.

IRVAN'S ISLAND

Go extreme East. Follow the East coast and find a magician. Give him 10,000 po, then send out the eagle to pick up the mountain parchment. Return to the extreme West, along the coast, find the standing stones and continue to the West end. Pick up the relic at the foot of the standing stone and Golem will wake up. Kill him (most spells will have no effect). Turn round and fight Golem a second time. Return to the harbour. In the direction of the mountains, take the landing stage to the South.

JON'S ISLAND

In the mountains you must put on the fur coats (take off armour) and attach the ropes to avoid falling. Move East and pick up the cauldron in the snow. Set off again in the opposite direction following the mountain road along the precipice. Go into the mountains and find a rhinoceros. Kill it and take its horn.

Return to the landing stage. select mountains, landing stage to the NW. If necessary make a return trip to the town for repairs.

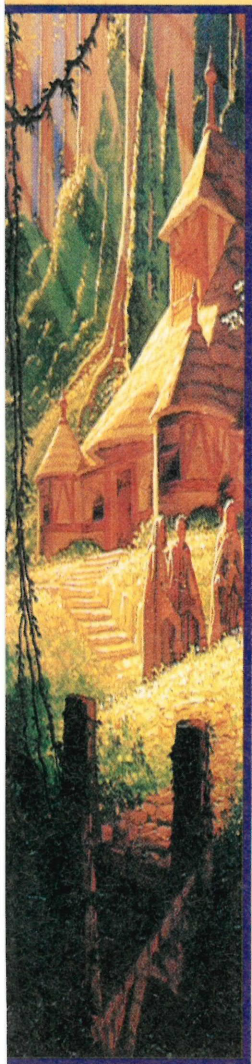
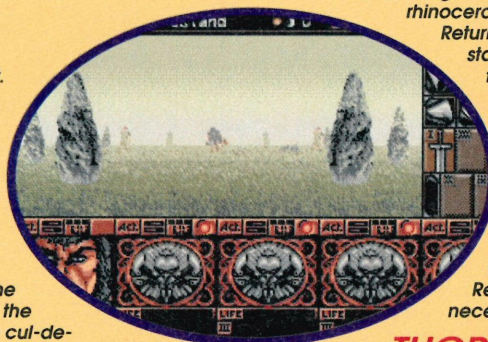
On leaving the harbour, travel East. Follow the coast then take the passage to the West where you will get involved in a fight with two giants. Pick up the living sword in a mountain hollow and leave the passage again.

Continue Northwards and at the end you will find a priest in cul-de-sac. Prepare the Humbolg potion and give it to him, then pick up the tree island parchment.

Return to the harbour, select the tree island and if necessary make a return trip to the town for repairs.

THORM'S ISLAND

Put on the pendant recovered from the dead woman and take the crossroads to the left, then to the North and scound on the right. At the end find an ent. Prepare the Jablou potion and give it to him to drink, then pick up the pendant. Go down to the South again, then to the West and enter the village. Visit the huts: two open huts give various information. Return to the harbour and take the extreme East. Here you will have to fight some Ewoks. At the end pick up the relic and return towards the harbour. Take N, E, N, E and follow the road. At the end is a stone druid, place the horn on it and it will wake up. Next give it the iron shield and pick up the magic shield (protects against fire). Turn round. At the crossing, go North then East and first North. Fight with the monster and take first West. Negotiate the labyrinth, avoiding false tarils and aggressive eagles to arrive close to the dead woman at the end to the



West. Collect the key to the Town Hall from around her neck and return to the harbour. Oh, by the way, you'd better hurry!

ZACH'S ISLAND

Go to the town hall (extreme NW). Enter the town hall and pick up the Idol. Go to the temple (West of the bank) and give the Idol back to the monk, now pick up the Air Elemental Pendant. Go on to the bank and draw out money. Buy arms and food, then eat and sleep... Keep 7100 po, then return to the harbour and go to the fortress.

AKEER'S ISLAND

Follow the left hand wall, always moving North as far as the passage. In the circular corridor take the invisible wall to the North. Follow the corridors and enter the flooded area. In the maze keep taking the corridors to the North until you leave the catacombs. Find three weighing scales. Put exactly 3550 po in the first two scales and return to the catacombs. The water should have disappeared. Take the second to the SE and at the end follow the small underground passage. In the large room activate the handle at the SE end. Take the treasure at the NW end and put on the Air Elemental Pendant. Continue to the NE end and take the first turning to the right. Here you will fight with some mummies (fire-cloud and lightning are effective). At the very end to the South, pick up a skull. Return to the North and take the access to the East. Stop in front of the wall and take the invisible wall to the South. Pick up the treasure and the skull and return to your initial position in front of the wall. Cross the invisible wall still moving East. If blocked take a sidestep to the South then continue East. Enter the prisons (you can find other treasures if you pass other invisible walls at the end of the maze). Follow the corridor to the East and kill the lion guard. At the Eastern end, click the prison key in the lock: all cells will open. Turn round. In the first cell to the right you find treasures behind an invisible wall. In one of the cells is a blind girl. You must recruit her, so you must dismiss one of the characters (archer or warrior). In the second cell to the South, starting from the West, is a secret passage through an invisible wall. Follow the corridor and enter a vast room. Beware, this area is cursed and some characters will be inverted. To un-invert them you must cast the curse lifting spell. Go to the middle of the columns and pick up the living sword. From the centre make return trips to the North, then South, then West. At the end you will find either invisible walls with treasures, or a secret passage (click on the plate in the middle) with a handle to be activated. Lastly take the passage to the SE (beware of the hooks in the ceiling), pass the door, follow the corridor to the South. In front of the grille, release the monkey who will open the passage. Reach the landing stage and select the entrance to the fortress again.

AKEER'S ISLAND

Return SE to the corridor with handle (see above). Go due North into the passage and follow the corridors to the West. Beware of the destroying

wizard of chaos (prepare psychic protection). Kill the wizard and pick up the treasures and skull.

Return to the passage entrance and take the corridor to the SE.

Beware the dangerous magician. Kill the magician. To find the secret passage in one of the walls click on the button under the eagle heads. Continue along the corridor to the North and place the six skulls on the six scales. Continue along the corridor, kill the guard and pick up the relic.

Return to the landing stage and re-enter the town.

ZACH'S ISLAND

Buy five evening tunics from the clothes shop. Put on the tunics and the ent pendant and enter the nightclub. Pick up the end of fortress parchment.

With 20 000 po, go to the cul-de-sac of the four towers (NE of the harbour) between one and two in the morning. Give 20 000 po to a dodgy looking character and pick up a relic.

Buy the ingredients for five anti-vertigo potions (Mildong). Eat, sleep... At the harbour select the mountains, NE landing stage.

JON'S ISLAND

Find a passage to the West. Follow the road and kill the dwarves. Enter the mountains to the North and pick up two Edelweiss plants (one in a cul-de-sac to the West, the other in a cul-de-sac to the East). Return to the passage entrance.

Continue East and kill the vultures. Enter the mountains to the North and pick up one Edelweiss plant. Return to the passage entrance. Continue East then North. Take the passage to the East and pick up two Edelweiss plants. Beware, this place is cursed. Cast a curse-lifting spell. To continue, have each character drink an anti-vertigo potion. Follow the road, pick up a relic and return to the harbour. Select the mountains from the NW landing stage.

JON'S ISLAND

Travel West along the coast and fight the guards. Get rid of one of the characters (dismiss or cast into the void). Enter the mountains to the East and kill the guards.

At the end, leave five relics on five pillars. This will revive the druid, recruit him (essential for his fire-protection).

Return to the landing stage and select end of fortress.

Return trip to the town if you need to replenish supplies.

OLBAR'S ISLAND

Fight against the Fire Elemental: put the magic shield on one of your characters, activate the fire protection spell, approach the Elemental and strike.

First crossroads turn right and travel round the block, then take the access open to the North. At the next crossroads go West (not essential), there is a maze where you will fight with orcs and pick up arms and treasures, to the North is a fight with a dragon. To kill the dragon use the same principles as for your fight with the Fire elemental. The protection spell must always be validated, otherwise you've had it. Use the healing spell as often as necessary. The dragon is so more-ish - you can have several goes at killing it.

Continue North and pick up treasures in the crannies. At the next crossroads go North. There is a secret passage in the North wall.

Continue. You will fight wizards and skeletons. You then come across a maze with invisible walls. At the end, activate the handle. Return to the crossroads and go down to the South. Beware, slalom into the room because there are spikes in the walls.

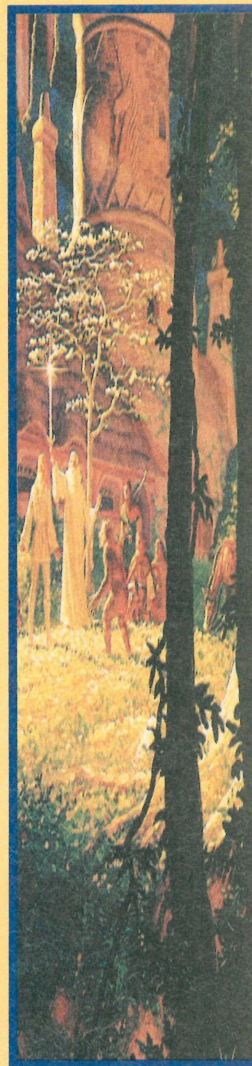
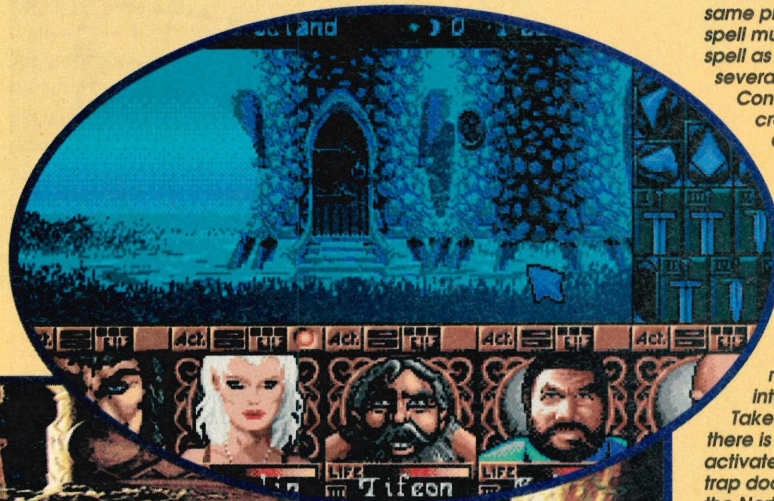
Reach Shandar's fortress. In the large room move along the edges as there are missiles in the ceiling. At the SE end, pick up the treasure. At the NW end, activate the handle. At the NW end fight the knight and take access behind him.

In the next room take the access to the North. Follow the corridor and there is a mechanism to be activated in a small room to the West. At the end, fight against the Gorgon, then go into the large room containing the fountain which raises life points.

Take the passage to the South then to the East.

There is a mechanism in a small room to the West which needs to be activated. Carry on and fight the lion guards. The grille is closed and the trap door needs to be activated to open it. At the next crossroads take the North passage and at the end there will be treasures and a mechanism. Return to the crossroads and go down to the South. Follow the corridors to the end and find a small room with a magician. Listen to what he says (don't hit him!), then take the North access in the previous corridor. Put the parrot in front of the ear and the passage will open. In the next room slalom because you'll bash your head. In the next room move along the edges and prepare psychic shelter. Fight against Shandar in the North access. Now simply kill Shandar and go back to the country.

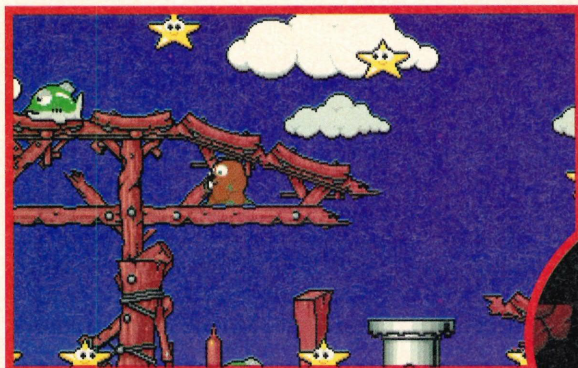
And that about wraps it up. Respect to the guys (and the Hennerleys!) at Daze for that - if you have any problems, don't hesitate to... er, try again.



BEAVERS

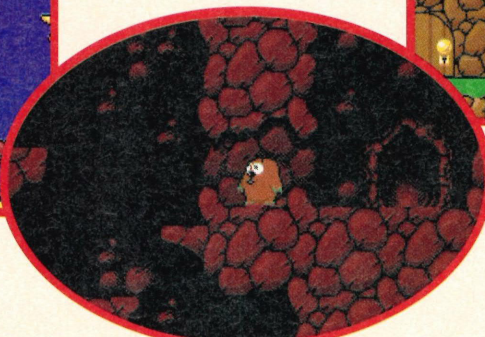
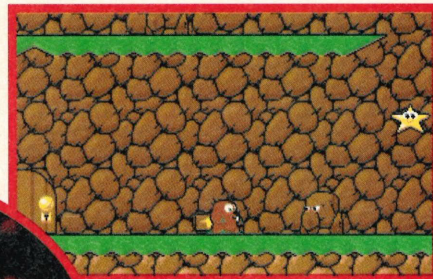
GIVING THE GA

Are you experiencing platform problems aplenty? Are you finding Beavers too difficult to complete without aid? If the answer is "yes", then read this definitive Goodyear guide.

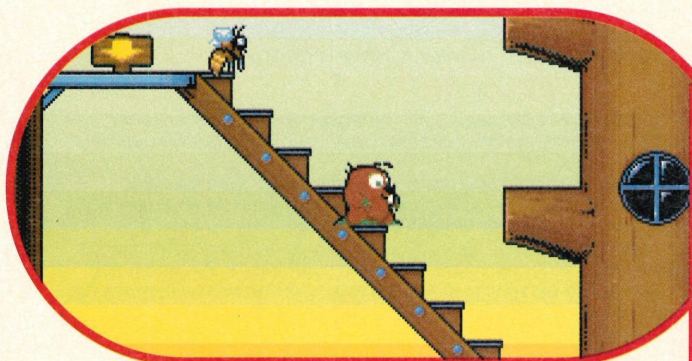


▲ Throughout the first stage, and many others, you'll encounter these two troublesome obstacles. The first is the green fish that leaps up from the bottom of the screen, causing all kinds of mayhem. Try to keep ahead on the screen to dodge this attack. The second is the boxing glove that springs out from those grey tubes. Avoid these by waiting a while next to the tube.

▼ Many levels will hold several secrets for you to uncover, such as these secret passages. They can be spotted by the slight change in colour in the graphics.

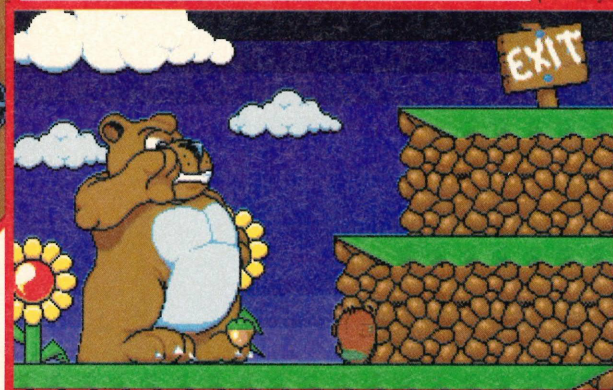


▲ Another monster who can cause untold damage if you're not careful, is the infamous Rock Monster. Suddenly appearing from the scenery, it can surprise even the most alert of beavers - very dangerous so watch out!

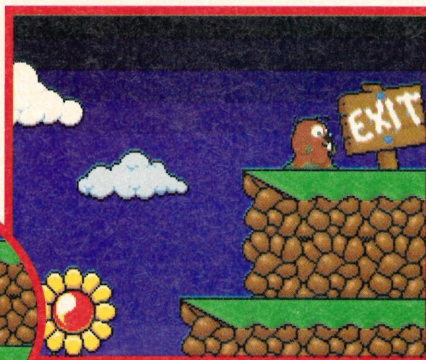


▲ Some levels contain several swarms of these here wasps, which are very quick and deadly. There are no real tactics to adopt to avoid these sort of onslaughts, so just keep moving along...

▼ The first guardian you will encounter during the game is the the big forest bear. He'll either try to throw rocks at you, jump on you, or simply pelt you with acorns.



▼ The only way to harm this large predator is to spin when one of the acorns is about to hit you. This will knock back the offending seed and hit the bear, causing damage. You'll know when you've successfully done this because there will be several signs that appear around the bear.



▲ Once the beast has been thwarted by your unusual tactics you may proceed to the next level by walking past the exit sign up at the top right of the screen.

▼ If you don't wish to play the first set of levels then enter this code on the main title screen. If you have entered the code correctly the screen will flash in large vibrant colours.

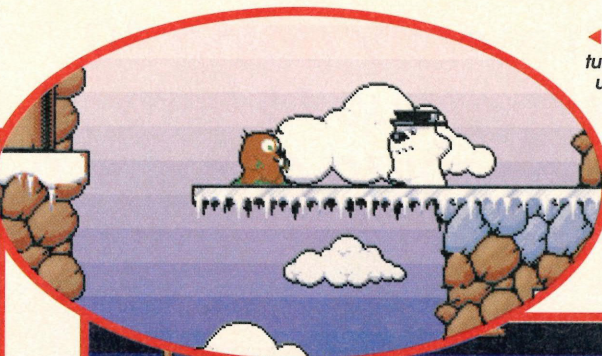
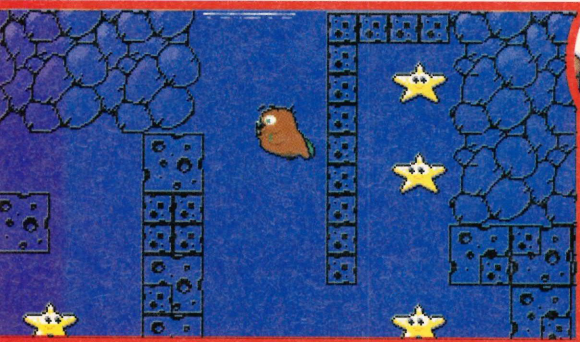
Password #1

ZEGOOOI

(Type this on the title screen)

ME AWAY -->

▼ There's a couple of levels where you have no choice but to swim around. This is fine, but remember that you can only hold your breath for a short period of time.



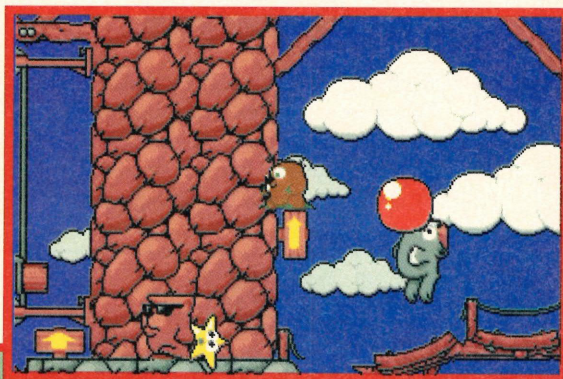
◀ In the icy levels of the tundra you'll inevitably meet up with quite a few snowmen. Although this doesn't sound too threatening they are quite a formidable opponent, and their main offensive attack is to throw several snowballs, which soon daze our little hero.



◀ The second guardian is a distant cousin of the first. Living on the polar caps, the polar bear attacks with large chunks of rock and with a large supply of snowballs. Treat this bear like the former one and spin against the snowballs.

▼ Once again you have the option to skip almost all of the levels by entering this password on the main title screen.

◀ Bears with large shades, and floating grey creatures can also stir up quite a storm. The bears with shades aren't so bad but unfortunately whenever they appear the floating creatures whizz on, giving grief. So cautious steps on the later levels!

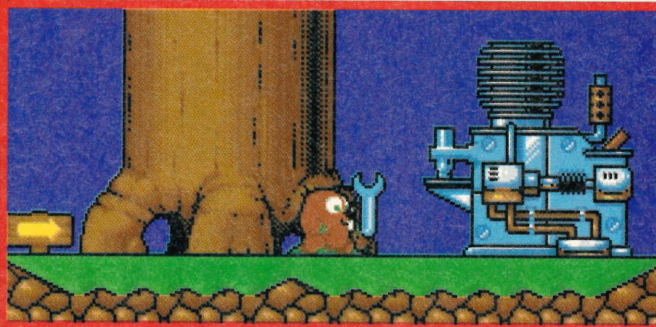


Password #2

MRCINK

(Type this on the title screen)

▼ If you're finding it hard to reach the higher plinths in any level, then maybe you should consider repairing the machine with a spanner. Once it has been fixed, you can leap onto the hot streams of air to get a free lift up to the higher platforms.



◀ The last guardian is dead hard! Not to mention it's a marsupial! The acorns are your only offensive weapon here, but keep an eye out for those bullets that the rabbit is firing, and the rocks that the bear is throwing.

If this is some sort of ▶ degenerate joke from pornographic magazines, then I for one support it. But all of this aside, it's your reward for the endless hours of Beaver-ing!



CONGRATULATIONS!!!
JETHRO HAS GOT HIS
BEAVER AT LAST!

A big "Thank you" goes to Richard from Grandslam for helping us out with our enquiries.

BEAVERS

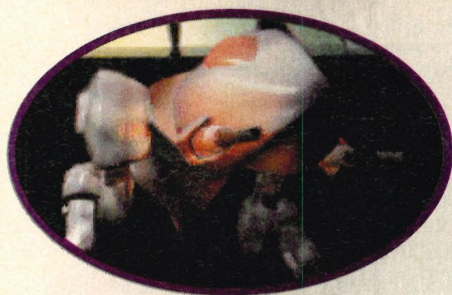
SMALL TIPS --->

Not content with merely doing PD, Andy Maddock steps up to help out any frustrated Amiga gamers in search of that elusive cheat mode.



LEMMINGS 2

Now you can save all the little greeny haired wonders with this cheat from Matthew Cridland. He says press LOAD then CANCEL to stop the music, then click on all four corners of the screen until you hear "Let's go" You can now start on any level with a full 60 Lemmings...Wa-hey



WALKER

According to Paul Hollingworth, and we all know what he's like don't we. At the start of the second level type 'Eat lead muddy funter' (with spaces) before moving. Now lots of extremely funny things should then occur.

WOODY'S WORLD

It's that man again - Mr Hollingworth. This time he's sent us some ace codes.

Steam Castle - AHJBEEA
Fishy Castle - MODNAAOG
Lava Castle - OKDNFAPK
Cog Castle - MKDNCIAIK
Conveyor belts - OIHMOAC



GODS

You can't be much of a God if you are having problems with a mere computer game. Still, we can't all be omnipotent and doubtless some of you mere mortals do need a helping hand.

On the password screen type in SORCERY. This will give you infinite energy to defeat the guardian who is such a pain at the end of level 4.



ASSASSIN

To access some rather weird results to Team 17's rather good platform malarky, try entering...Psionic Systems, Assassin, Superfrog, Body Blows, The one and only, Project X and Alien Breed on the high score table!

SLEEPWALKER

If you really are a bit of a closet insomniac and are struggling to get going in Ocean's Sleepwalker, then this little tip should certainly help you out here.

On the title screen, when Ralph is chasing Lee, press CAPS LOCK, and type in HOLY.ZARQUONS.SINGING.FISH Make sure you have the full stops in between the words. If the cheat has worked then Ralph's and Lee's noses will have turned green. Now, when the sleep bar gets low press the L key to return it to full. Also, press RETURN to advance to the next level.



FLASHBACK

don't believe it!! He's back once again. You just can't keep this fella' away. It's that Good old Paul Hollingworth, what a guy! He has quite wonderfully sent us codes for Dephine's fantastic platformer! Here goes then.

Easy 1-Back 2- Loup 3- Cine 4- Good 5- Spiz 6- Bios 7- Hall
Medium 1- Play 2- Toit 3- Zapp 4- Lynx 5- Scsi 6- Gary 7- Pont
Hard 1- Clop 2- Cara 3- Cale 4- Font 5- Hash 6- Fibe 7- Tips.

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FOOTBALL TACTICIAN 2

New 93/94 version sets even higher standards and breaks more records.

Firmly established as the definitive football strategy game, FOOTBALL TACTICIAN 2 is now available in three superb versions: FT2 ENGLAND the original and the first ever management game where tactics and real-time match intervention are the main requirements for a successful campaign. FT2 SCOTLAND the first ever simulation covering the soccer scene north of the border featuring the Premier and First divisions. FT2 ITALIA with the fabulous serie A and serie B for the thrills, the passion and the glory of the world's most exciting league! Three great games with the latest 93/94 stats. One soon realises that FT2 is no ordinary soccer manager. THIS is the REAL THING. You're in charge. Events on the field are the direct result of your inputs. Even when trailing badly, a match can still be retrieved if you make shrewd tactical interventions. There are risks involved, uncertainty and even luck. But in the end, it's all down to you! Can you rise to the challenge? Try FOOTBALL TACTICIAN 2 for the ultimate football experience!

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- * Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, playing positions, fitness, morale and market valuation.
- * Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out.
- * Professional recording: 36 matches always recorded IN FULL for full-scale replay.
- * First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' when Jim Parker is in charge! The message is clear: know your refs.
- * Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. Smoothness of action is FT2's hallmark.
- * Most accurate editor: built-in intuitive editor capable of entering new players and fine-tuning all parameters. Essential for the serious user.
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- * Three levels of match reporting, from highlights only to ball-by-ball commentary.

What are the new features?

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- * Unique database-type search facility to locate any player in the league.
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- * Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue.
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- * Friendlies, top scorers charts, precise transfer markets, club history, financial position and much much more!

Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A, or Forest in the Premier League? Who wants to play a game that features Eric Cantona at Leeds or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!

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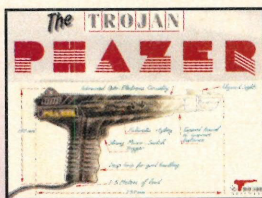
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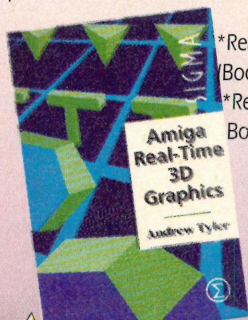
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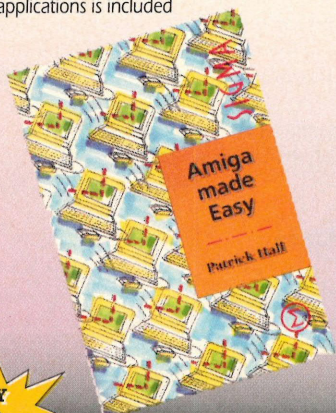
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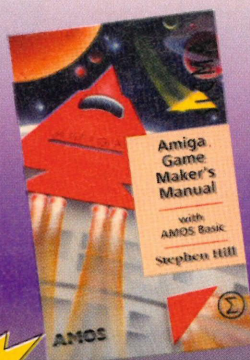


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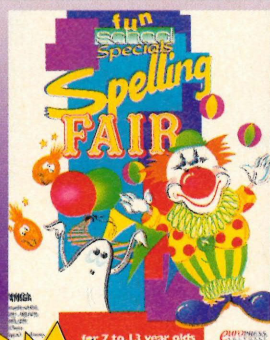
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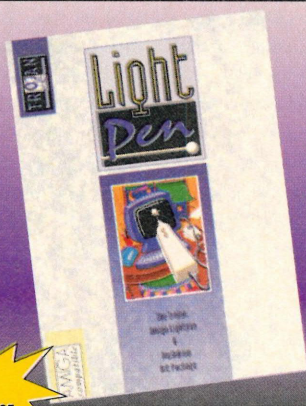


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SUPER SPACE INVADERS

Publisher: Hit Squad

Price: £9.99

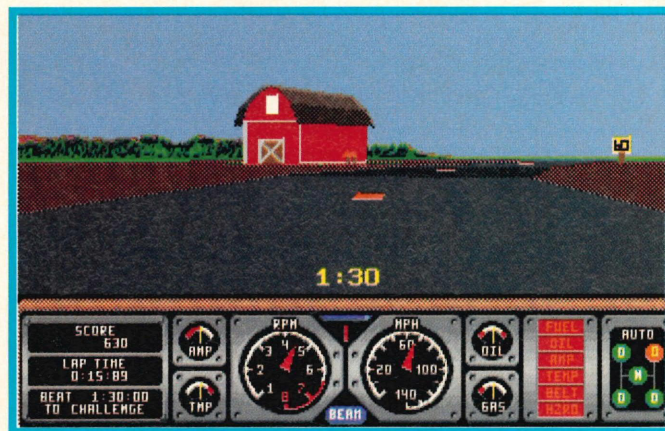
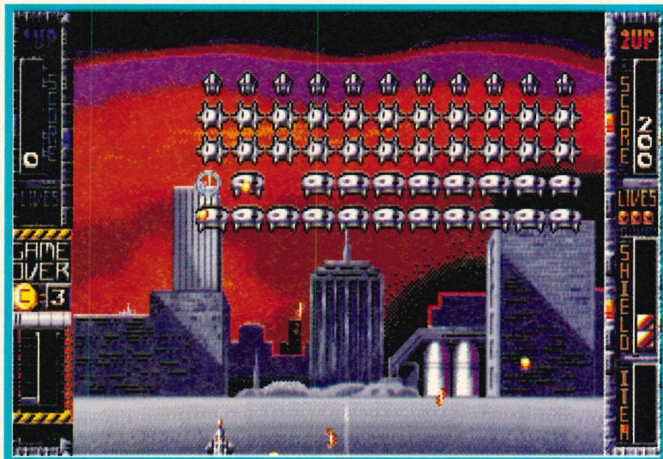
The box boldly claims: "In 1979 a strange phenomenon shook the world". A rather extravagant claim in the age of space travel, miracle cures and non-stick pans, but really not too far off the mark.

Super Space Invaders hails back to those halcyon days of ten pence pieces and men in vests changing five pound notes for six-year-old kids, but adds a touch of spice in the form of enhanced graphics, varied levels and bonus stages. Domark's effort incorporates 12 levels, with the added bonus for fans of the original of more than one colour. The sounds of the original are faithfully recreated, but unfortunately so is the tedium of the One Bullet At A Time syndrome.

Still, it's easy to play and addictive to a point – even if the sprites do tend to get lost in the background occasionally – and ten quid's worth of fun for anyone.

REVIEWED BY:
John

SCORE 81%



HARD DRIVIN' II

Publisher: Hit Squad

Price: £9.99

If there's one thing I could say about Hard Drivin' II, it would be that it's versatile. A serial link allows you to double the fun with a friend, and compete against each other on two screens, even if your friends own a PC or an ST! Of course, they also have to own the game, but it's a small price to pay for gaming heaven!

Or is it? HD II provides the budding Stirling not only with four tracks to race on, but also an editor to make up your own – which is actually quite good – but despite all this, the whole thing is a bit of a slug! No, I don't mean it leaves a silvery trail behind it on your path in the morning – it's a bit, well, slow.

The idea is a good one – the standard races pit you against computer controlled cars, or you can race against a mate with the aforementioned link. There are even various stunts set up to perform along the way. Trouble is though, despite the impressive 140 mph on the speedometer, it's difficult to believe you're travelling anywhere above thirty, and even an old lady in a Metro can match that.

REVIEWED BY:
Steve

SCORE 70%

THE WINNING POST

Publisher: Mental Image

Price: £5.99 registration

Er, this isn't really a budget game to be honest. It's shareware. But we were all quite taken with the version on our coverdisk last month, and decided to give it a place all of its own.

Well, it's a fruit machine game, and it's well documented that many people steer clear, preferring the real thing. Mental Image are very aware of this, but pressed ahead with it anyway, in an attempt to satisfy themselves (and the rest of us, I suspect) that a good graphical and playable representation is possible.

They've succeeded. The game revolves around the world of horse racing, and the reels are gorgeously shaded to give maximum effect. The sound, while not quite your Saturday-night-at-the-pub fayre, is good, and there is even a hidden bonus game for those who need the extra credits. At the end of it all you'll come out no richer, but given the game's nature, you won't be too much poorer if you buy it!



REVIEWED BY:
John

SCORE 85%

THOMAS THE TANK ENGINE II

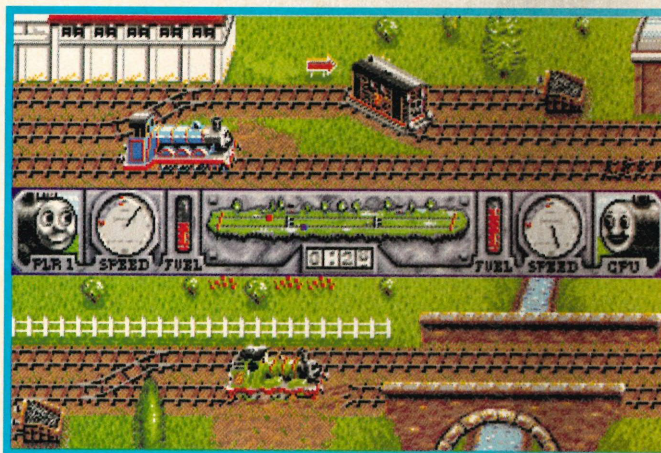
Publisher: Alternative Software

Price: £9.99

Be honest – who's never dreamed of taking the, er, wheel of Thomas The Tank Engine and racing pell mell against one of several cartoon favourite locomotives (and a bus called Bertie too, apparently) across a number of Utopian Chigley landscapes full of grinning buffers, friendly landslides and smiling signals. OK, so that's 97% of you, but this is one for the kids...

It all starts when Thomas and Gordon (he's another one of those engines with a face) have a bit of a quarrel, and escalates into a one or two player split screen race, with you (ahem, or your kids) in charge of steering the engine – or bus – of your choice to a winning post several miles down the track.

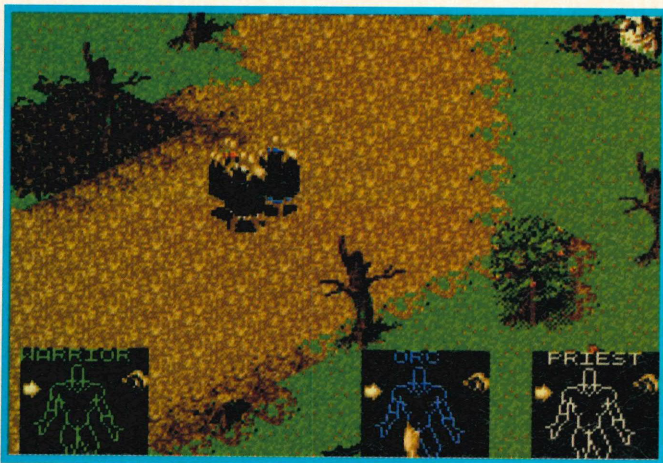
Diesel fuel is in short supply, and it's essential to choose the right route through the points. Bonus stages are dotted around the tracks, and all in all, provided you're a pre-teen fan of the cartoon, this is a riot of colour, co-ordination and coal shovelling cuteness.



REVIEWED BY:

Steve

SCORE 84%



SHADOWLANDS

Publisher: Hit Squad

Price: £7.99

As the forerunner to the excellent Krisalis adventure, Shadowlands, Shadowlands takes us back into the dark ages where a dead prince controls the minds of his subjects in a quest to avenge his death. Sound heavy? Well it is quite – in fact this is just one of the recent titles that have been providing us with genuine top quality entertainment at a cut down price from Ocean's offspring.

A point and click icon system controls the four bemused warriors as they trudge in sheeplike fashion across endless generated (and very well detailed) terrain in an attempt to avenge their master and spare their own lives.

More than just an adventure, Shadowlands demands careful planning if you are to succeed, though luckily the isometric landscape and dozens of tasks ensures that only those with itchier pants than a ringmaster at a flea circus will become bored too soon. As good a budget game as you are likely to come across.

REVIEWED BY:

Steve

SCORE 90%

G. P. CIRCUIT

Publisher: Hit Squad

Price: £9.99

Look at this – the last game review of the mag and we still haven't had a bad score! This must be some kind of record, and I'm sorry to inform the evil ones among you that the situation won't change with this.

Grand Prix Circuit is much better suited to a budget price tag than one of over 20 pounds, but now that it's arrived in the new small box, it's more than worth the money.

Seven of the current Grand Prix tracks, plus Detroit – which may have been the US venue before Arizona (I couldn't be bothered to check, sorry) – are yours for the racing, either singly or part of the good ol' championship season. Cars are up for grabs too. There's a Williams, a McLaren or a Ferrari to smash up on your travels, and a number of competing drivers who obviously want you to do just that.

Qualifying for a race is essential, and the speed and response are more than acceptable, but after one major crash per race the pit lane beckons which does seem a little strict.

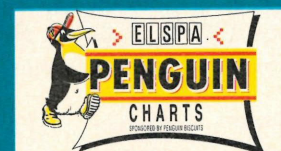
REVIEWED BY:

Paul

SCORE 80%



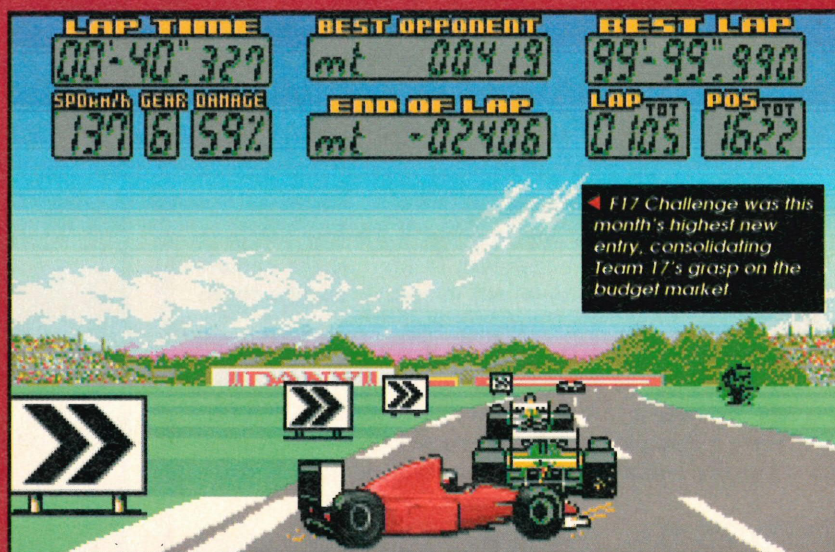
BUDGET CHARTS



NUMBER	PREVIOUS NUMBER	GAME	PUBLISHER	PRICE	GAME TYPE
1	1	PROJECT X	TEAM 17	£12.99	SHOOT'EM-UP
2	2	ALIEN BREED: SPECIAL EDITION 92	TEAM 17	£10.99	SHOOT'EM-UP
3	3	F17 CHALLENGE	TEAM 17	£12.99	RACING
4	4	FIRST DIVISION MANAGER	CODE MASTERS	£7.99	SPORTS SIM
5	9	TRIVIAL PURSUIT	HIT SQUAD	£7.99	PUZZLE & QUIZ
6	6	RBI 2	HIT SQUAD	£7.99	SPORTS SIM
7	10	WWF WRESTLEMANIA	HIT SQUAD	£9.99	SPORTS SIM
8	8	DIZZY: PRINCE OF THE YOLKFOLK	CODE MASTERS	£7.99	PLATFORM
9	4	POPULOUS & PROMISED LANDS	HIT SQUAD	£12.99	STRATEGY
10	10	THE ADDAMS FAMILY	HIT SQUAD	£9.99	PLATFORM
11	20	JAMES POND	GBH	£7.99	PLATFORM
12	14	PIRATES!	KIXX	£12.99	STRATEGY
13	15	LOTUS TURBO CHALLENGE 2	GBH	£9.99	RACING
14	12	F16 COMBAT PILOT	ACTION 16	£9.99	FLIGHT SIM
15	11	MIG-29 FULCRUM	HIT SQUAD	£12.99	FLIGHT SIM
16	8	TENNIS CUP 2	KIXX	£9.99	SPORTS SIM
17	7	MANCHESTER UNITED EUROPE	BUZZ	£9.99	SPORTS SIM
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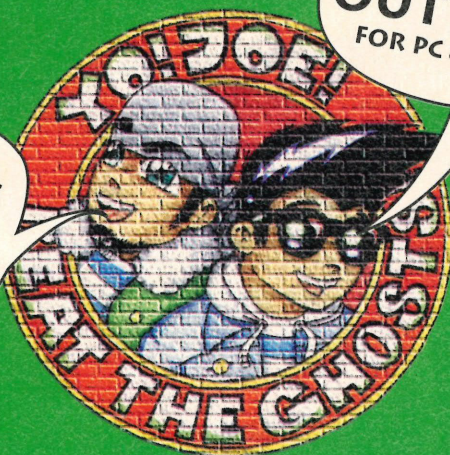
★ = RE-ENTRY ⬢ = NEW ENTRY

There's a lot of movement in the budget chart again this month - except at the top. Team 17 have kept a firm grasp on the number one and two spots, and have even had the nerve to pinch third as well! The Hit Squad again claim the highest number of games in the chart, but they must be wondering what they have to do to knock Team 17 off their lofty perch. Meanwhile Codemasters make clear their intentions for the coming months by bursting in with two of the month's highest new entries. And that's even before they've released their ace-looking Micro Machines! (But that isn't a budget game John, you spoon! - Ed.)

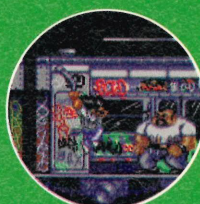
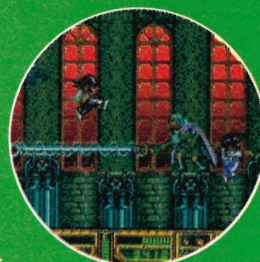


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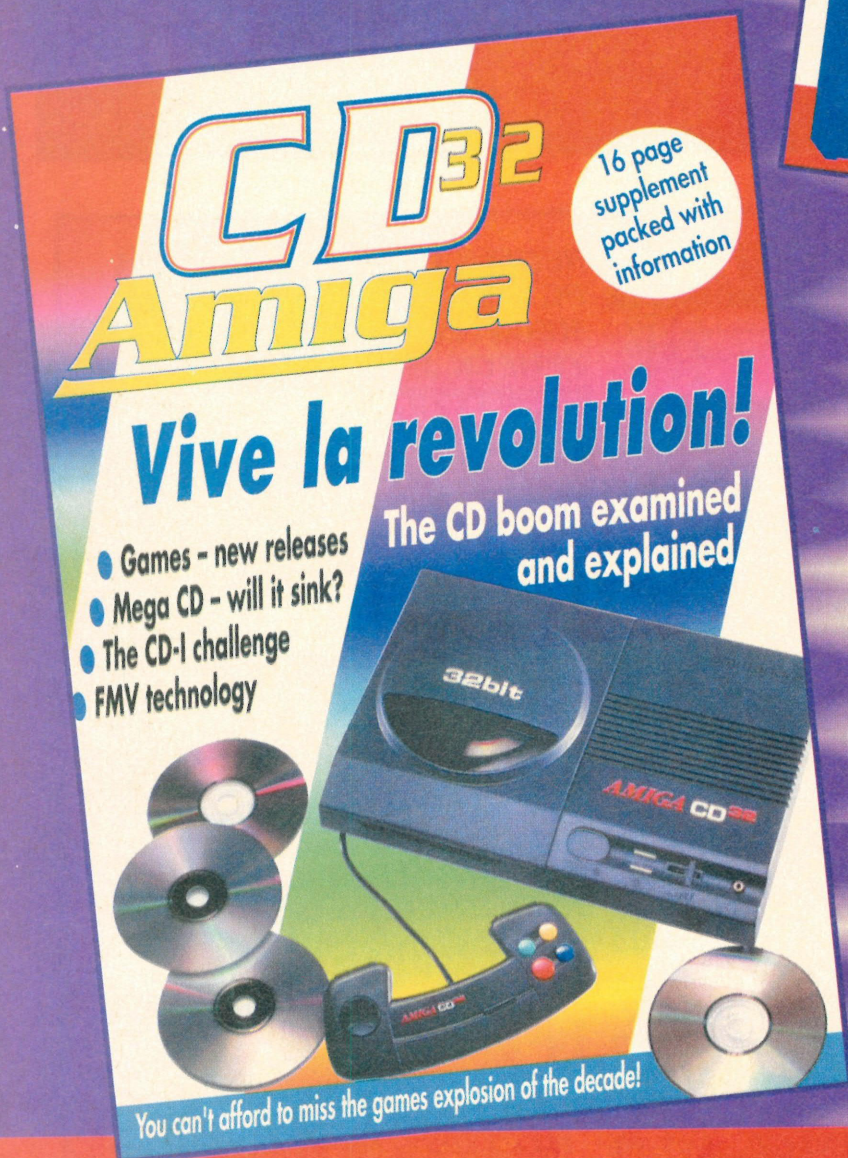
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TALKBACK

Well! At last some decent letters! Read on and decide for yourself if all the pain was worth it..

CANDY OR CAN'T HE?

How mad it makes me feel to know that Zool will soon be appearing on the consoles, as listed in issue 42 of Amiga Action.

I think it really stinks because I thought Zool was the Amiga's very own character, just like Sonic for Sega and Mario for Nintendo, but I guess I was wrong. For instance what if Zool is better on the consoles than on the Amiga – I mean, it's quite all right to do a coin-op of Zool but this time Gremlin have gone too far, which just goes to prove they really are fools with Zool.

I'm quite sure a lot of people will agree.

Matthew Oakes, Tasmania.

PS. I've also noticed that you're the first Amiga magazine to show pictures of Zool 2 which is pretty good. Well done guys!

What? Zool the Amiga's own special character? Does it really matter what machine a collection of pixels on a computer monitor appears on? And if Zool is better on the consoles than it is on the Amiga (it isn't much – I've played it), so what? Besides, I hardly think

Gremlin are being fools with Zool as they're bound to sell bucketloads of the game on the Mega Drive. Which is more foolish – making money on one machine or making it on the other? I fail to see what all the worry is about.

ZOOL TOO

Can you please tell me why you are following the progress of Zool 2? Can't you see that it's a waste of time? If the first game is anything to go by it is going to be a very bad and easy game.

The interview with Gremlin's Nick Clarkson and Pete Cook really just pointed out that it's going to be Zool 1 with different levels, a super enemy (Mental Block), some big bonuses and a few new characters. People that say Zool is the figure for the Amiga are totally mad. It's a hyped-up platform game. I needed to get that off my chest so I could tell you about the valuable space you wasted which could have been used to review several games.

Peter Hume, Dalry Ayrshire.

OK, so Zool isn't your favourite game. To be honest, it isn't mine either (oh, all right, it sucks) but that doesn't change the fact that

180,000 people went out and spent £25 on it. And as for wasting space that could otherwise have been used to review games – how many times do we have to say that the number of games we review is outside our control. We don't make them, program them or send them into ourselves to review, you know! We do our best.

AMIGA MOANER

Since the release of the A1200 I have tried to sell my A500 but have had no luck yet. Eventually I will have to find enough money to buy an A1200 or better still a CD32. I paid £340 for my A500 and would have been better off buying a Mega Drive.

If Commodore would just make all future machines compatible with each other then there would be more Amiga owners but as it is, I know loads of A500 owners in my position who are buying Mega Drives and SNESs as they know they won't be 'ripped off' by them. I'm sure Commodore can make an add-on for the A500/600 so as to turn it into an A1200 or CD32. As

it is possible to turn the Amiga into a PC286 for about £200, Commodore should really get their act together and release an A500-A1200 transformer, otherwise there could be fewer Amiga owners than ever before.

Ayman Agabani, London.

Don't think console owners don't have to upgrade too, you know. Before the Mega Drive and the SNES came the Master System and the NES. Making future machines 'backward compatible' just isn't feasible – don't think this is just the case for us home computer people either – try getting some new software to run on the Macintosh Classic!

As far as making the A500 into an A1200 – I know of no kits to do this job. The A1200 is a complete redesign from the A500, and there are various engineering reasons why this would be a practically impossible thing to do, as well as being uneconomic for Commodore. After all they want you to buy their new machine, not add bits on to an old system.

STAR LETTER

Alien Nation

Dear Nicky,

I have only recently landed on your planet – however, from reading your mag I have come to understand your culture and I am very upset by the representation of aliens by the software industry. Computer games suggest that aliens are one of three types. The first is worthless scum deserving only to be slaughtered mercilessly in as grotesque a way as possible. Second comes the cute furry creatures with an IQ equal to the temperature of a freezer and finally there is a robot-type creature looking something like RoboCop. Why? In the old days you wouldn't have been so disrespectful to us aliens.

Another problem with your planet is the sad state of computer games. I mean, I'm not asking for miracles, just a decent tune!

Goodbye,

A teenage punk from the Planet Sexy Love.



Amazing, you'd have thought a real alien would use something a bit funkier than a Bic Biro and A4 filing paper to write to me with. How about a sub-meson electro pad or a stratoflexive over-converter? Or even the phone? Ah well.

Actually, your letter brings up a serious point. After all, maybe the reason aliens only talk to illiterate farmers or wildly paranoid Americans is because they're afraid to talk to anyone else. I know I'd be wary of anyone who spent all their time glued to Project-X getting scores of ten zillion. Although using deodorant might make them more presentable.

As far as sad computer games music is concerned – fair point. Perhaps it's because writing computer music attracts the sort of people who in the old days would have been writing ditties for B&Q in-store jingles. The clever ones are hooked up to their synths pumping out 12" records.

PS. Call me 'Nicky' again and you're dead.

BOXING CLEVER

Why do software companies make their games' boxes so big? Is it in an effort to outdo their rivals? Why don't they spare a thought for us – we have to store the damn things! Bring back the good old days of 1984 when all games came in standard cassette boxes and you could store them in those racks you screwed to the wall.

Steve Grew, Birmingham.

I guess it's because floppy disks won't fit into cassette cases! (Joke.) I suppose it's to do with in-store displaying reasons – a big box will stand out on the shelf better. Have you tried screwing a bigger rack to the wall?

TANSTAAFL

Don't be so mean! Give away a freebie and you might get some good letters. I mean you boast that you're 'The world's Number One best-seller' so surely you can afford one free game a month. Anyway, on to my proper point. Those in the computer press are very keen to blame the decline in the home

computer market on piracy, meaning that consoles are becoming more popular. But surely part of the blame has to go to companies that just throw out the same old game in a different guise. Many of these games aren't anywhere nearly as good as the originals they are ripping off.

Niall O'Flaherty, Worcestershire.

As far as the freebie goes – good point. As a result from next month there'll be a free game to the person who writes in with the most entertaining blag as to why they should get a free game. And please, no routines based on sick grandparents – they can't be any sicker than mine. (PS. Anyone who meets that grandad in the Werther's Originals toffee ad, kick the smug git.) By the way, the really bad ones will get printed, with the

worst being humiliated mercilessly, so don't say I didn't warn you.

As far as your other point about bad games being the cause of piracy: who would want to pirate bad games? You'll have to do better than that!

SEEDY TV

My grandfather recently bought me a Commodore CDTV. I have been around all of the software shops and I have not seen one single game anywhere.

If Commodore are not bringing out anything else, my grandad has spent a lot of money on a system that I cannot fully use.

Aaron Johnson, Plymouth.

My commiserations. But if you'd been a regular reader of this column, you'd have heard me say not to touch the beggar. Are there any other CDTV suckers out there? Send your letters in and I'll put you in touch. Please mark your envelopes 'CD sucker' just to make it easier for us to shake our heads sadly in the office when the post arrives.

CD OR NOT CD?

I have been reading in many mags that CDs will be the format of the 1990s. So I am calling on you, the best mag in the world to give me some advice:

I have £400 to spend on a new CD machine. Should I choose CD32, 3DO or Nintendo's long-awaited Super CD? I want a machine with a fast processing chip, good on-screen colours and most important, good cheap software (£20-35). PS. Mega CD is rubbish.

N. Woodford, No address.

Hummmmmmm..... It looks as if CDs will be the format of the 1990s – but who can say? The only CD anyone is using at the moment (that matters) is Mega CD – and that barely brings the Mega Drive up to the standard of the basic SNES. Even Mega CD sales have been a bit flat.

So, as for my advice: Don't buy anything yet. Several reasons: CD32 is produced by Commodore so avoid it until some other people start to buy it, 3DO isn't available yet (there's a rumour that recently

Note to our overseas readers

YOU WIN! You will now receive both coverdisks on every issue of Amiga Action. You can write and thank our Publisher, once we've dug him out from under the pile of letters you sent in. Whenever that will be.

the demo at a big show hooked up several Macintosh machines together behind the 3DO case) and as for Super CD – Nintendo won't release it until they're sure there's a market for it – ie when Sega starts to sell a few more.

We've just had a CD32 delivered – it's hard to tell how good it is at the moment, but its advantages will be: cheap software (£20-30), high tech (32 bit) and it will be able to fit into your Amiga with an expansion dongle. But as I said before, wait until someone else buys it first! Remember, there's no rush and there's absolutely no software.

EASY QUESTIONS

I have bought a few Amiga mags in my time and I can safely say that Amiga Action storms ahead of the competition. I have had my Amiga for three years now. The main reason I bought it was for the software – far better than any of this console rubbish. Could you answer a few queries for me?

1/ Has there ever been a publication with every Amiga title listed in it?

2/ How much memory would I need to get the best results from games software? I already have 1 Meg for my A500.

Gary Somers, Paisley.

Well, two short answers here:

1/ Amiga Action's Super Leagues list just about every game ever.

2/ You already have all the memory you need. A better question might involve disk space – if you're a heavy adventurer, try getting a hard disk. Check out our feature back in AA43 for some advice on drives to buy.

NOT FUNNY

I'm not going to suck up to you and say that Amiga Action is the best and all that. But you are getting better. I keep buying The One, but when they sell poor coverdisks and review limited games I like to know I can at least buy a mag which has it all, except the humour.

Point: In September's issue, Boggit's Domain had a caption pointing to Hired Guns, instead Ambermoon was mentioned. Surely Hired Guns hasn't changed its name?

I've also noticed that there are a lot of companies being advertised in AA. Do these companies pay you or do they give you deals? Take Special Reserve for instance! If you do publish this, don't you dare give a remark like sad sad man (even though I'm 18).

Andrew Nelson, Devon.

Thanks you for those thoughtful comments Andrew. The words 'sad sad man' would definitely be the last to spring into my head, especially when there are so many better ones to choose from.

Anyway, as for the humour, well everyone knows the AA guys are far too busy to have time for gags, fun, a social life etc. Luckily I work for a different mag these days, so things are still sunny with me. (up yours – Ed)

Boggit – well, that's just an honest mistake. Our art person is well-known for the pleasure he gets out of setting those five pages each month. (up yours – Roger)

As for Special Reserve, it is the money donated by these kind companies that allows us to keep the cover price under £10. So I wouldn't complain about the advertising too much – it is the way of the business.

Send your letters to:

**Nick Merritt,
Talkback,
Amiga Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP.**

**You can also
reach us on fax no:
0625 876669**

Boggit's

If you have tears to shed, prepare to shed them now. It's been a long and happy road, but – sob! – the Boggit is off to pastures new... (hoary old goat!)

Every few years we Boggits become restless. It's not something we can fight, it's an irresistible force which we all know and have come to accept. It's been many years since last the restless urge filled my mind, but I fear that time has come again. Come the dawn I must reluctantly pack up my few treasures, close up my beloved tree-house, and take the path which leads to the horizon. My friend Archimedes won't mind leaving because one forest is much like another to him, but I must confess that this time I will shed a tear at all I must leave behind.

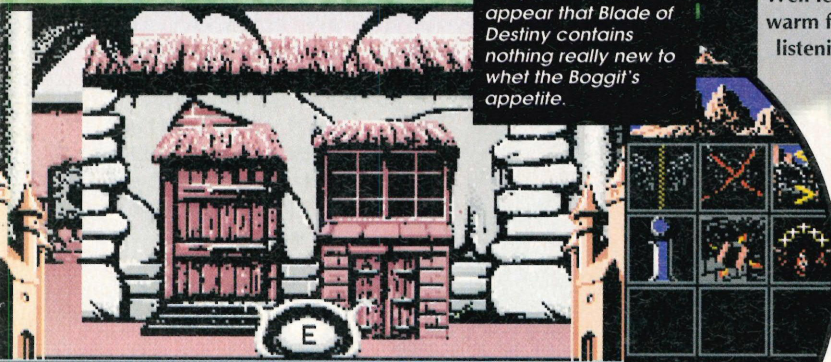
Blade of Destiny.

For my final fling I picked Blade of Destiny from U.S. Gold to kick around the tree-house. This game comes on 8 floppies, which of course doesn't frighten me for I have a hard drive, but wait a moment, it says here that hard drive owners must also have 1.5Mb memory... rats!

Luckily loading from floppy isn't too bad, in fact it is pretty painless in the initial stages, so you won't get too upset having to revert to ancient technology.

Role playing fans are blessed with lively imaginations. They spend a large part of their lives in a daydream conjuring up strange worlds populated with fantastic characters, and this is extremely fortuitous because Blade of Destiny requires quite a lot of imagination on the part of the player. The graphics which are used for the towns and cities are basic to say the least – in fact they remind me of the Bard's Tale which is hardly state of the art. Knock on any one of the doors in the long rows of identical hovels and you'll be interested to find out that one is a vast tower with guards, another is a tavern, whilst yet another is a mansion. Hmmmm...

▼ U.S. Gold continue to scour the world to bring us larger and larger RPGs and we should be grateful for that, but it would appear that Blade of Destiny contains nothing really new to whet the Boggit's appetite.



Okay, I'll accept that RPG's are not supposed to excel in graphics, and their charm is to be found in other directions, but this German game is pushing its luck! Adorning the box is an impressive boast that this game has won the 'Best RPG of the Year' award, (you'll note that it doesn't mention which year). It also says that the award was given in Germany, which means it won't exactly be bursting with laughs either. In fact it is my understanding that this game is a few years old now - and it shows. There is nothing wrong with it – it's just old hat. You will be viewing the picture of a bald-headed innkeeper - the same graphic which is used to illustrate every inn - while at the same time the text will describe a completely different scene. The whole thing reminds me of the Might and Magic series, which was very good, but we've seen it, read the book and bought the T shirt.

Alternate Reality - The Dungeon.

Many thanks for your EOB II tips which have been of great use to me over recent months. In return I offer you the answers to the three riddles from Alternate Reality - The Dungeon which felled the great adventurer Fred Naisby (Issue 48).

I was most distressed to hear that you had not encountered this astounding series on which I earned my first set of adventuring wings, so to speak. And what's all this elder reader biz? I'm only eighteen and own a copy of the first A.R. epic - The City.

The answers to the three riddles are:- SHIPWRECK, BLOODSTONE & ORACLE.

Till our paths cross again my friend...

Mark Rooney, Oldham.

Well let's hope old Fred Naisby is happy now, I've certainly got a warm feeling of happiness knowing that someone out there was listening to me.

Indiana Jones and the Fate of Atlantis.

I can get into the temple in South America, but there seems to be nothing I can do. I have tried to get the etched spiral design off the wall, but it is gummed up with dirt. What should I do?

Richard Pett, Enfield.

Your curvy friend, (no I don't mean Ginger Smith from the chip shop!) can be used to distract the professor who keeps getting in your way. Once he has eyes for someone other than yourself you can nip outside and grab the oil lamp which is hanging up on the stall. Return to the temple, open the lamp, and

Domain

use the contents to loosen the design. It appears that kerosine is capable of loosening age-old dirt from most surfaces. I believe they sell gallons of it in France.

Rocket Ranger

I have been playing games for several years and I can say with all conviction that I am a diabolical games player. I even have trouble opening the game box. I need help and I've been told that you know everything. I bought Rocket Ranger a long time ago - God I was a teenager, know what I mean? Since then I have been trying to complete it, but the result is always the same: the Nazis reach the Whitehouse and the game ends. I ask you as a fellow... thingy, er... what exactly are you? Please help me.

P.S. Tell the editor that you need a raise. I had one of them and it does wonders for your voice.

Geoff Kirk, Exeter.

I think it's time you increased your medicine to two of the big, blue tablets each day. How well I remember being invited to the National Film Theatre in London to see an episode of the original Rocket Ranger. Mirrorsoft thought it would be a great idea to launch the game by inviting the great and the good to share a morning with an audience of children watching the old movie. It was a bad move. In my list of the ten most repulsive things in the universe, children come third. All children should be quietly beheaded when they are twelve - it would improve them no end.

There's no room to give the full solution so here are some hints: **Bases.**

The Temple is usually in South America and is easy to find. Organise resistance so the partisans can ship it home to Fort Dix. The desert base is usually in Africa.

War Room.

Keep all your agents in low profile, if any are killed after your return from the zeppelin, restart the game. Spread your agents out and they'll detect bases more easily. If there is a high level of activity in a country keep your agent's head down. When he is ready to report, click on his country and remove him. Read the report, then return him to his country. If you only have one agent left, put him on high profile and instruct him to form a resistance group if either the country is free or it has a base in it. The Zeppelin. Position RR well below the zeppelin and fire a shot. Move upwards a tiny bit and fire again. Repeat this until you take out the men in the gondola. Aim to hit just below the gondola. Captured? If you get captured, tell Hitler to eat babies and you will escape to a nearby country. Fighting with Fritz.

Don't bother using parrying moves. Each time you fight the man becomes tougher, so don't visit the same base twice. To defeat the final guard, push the joystick up until his hands drop, then press fire.

Operation Stealth.

I have a problem with Operation Stealth. It is after I have met my contact in the park that I am stuck. After he gives me the card and the key I get arrested. If I leave the park I get arrested and if I stay I get arrested. It's just not fair.

Lewis Barlow, Willenhall

I really thought we had finished with this French Fancy, but I'm still receiving letters for it months after it should have been buried and forgotten about. The simple answer is that you are too slow. Once you have grabbed the keycard from the agent you must hustle your butt out of there. There is time to run to the bank and get inside before the fuzz slap the cuffs on you. Mind you, you aren't going to get far, because once you have used the card on the employee to get the safety box open the bad guys are going to re-appear and arrest you.

Your real problem is how to escape from the underground cave that you are taken to. If you 'operate' the ground you're going to find a piece of metal which will cut through your bonds. Once you



...trained in the latest combat techniques...

▲ The sign on the park railings clearly shows that you mustn't allow your dog to foul the flowerbeds, but there doesn't appear to be any byelaw which bans large thugs.

have cut through the ropes, you can again operate the ground and you'll dig up a handy pickaxe. Search the middle of the back wall until you find a small crack and that's the place to use the 'knockometer' to smash your way out.

Future Wars

I am aware that you have already helped two other people in their quest with Future Wars, but I too would be glad of your help. After hours of climbing trees, stealing clothes and killing wolves I have now found myself stuck in a monastery (dressed as a monk!). All I have in my possession is:- a pendant, key, lance, control device, magnetic card and some documents.

Could you please tell me if I have found everything possible, and how do I escape from the monastery as every time I attempt to leave I am called a spy and captured.

R. King, Berkhamsted.

No doubt you have already found that you must only walk in a clockwise direction around the central courtyard or else you will attract the unwelcome attention of the brother monks. You should also ignore the white circle of light in the middle of the courtyard as it is not a transporter beam that it would appear to be, but merely a trap to attract the foolish and innocent. The fact that you have the remote control and the magnetic card tells me that you succeeded in getting the Father Superior smashed on wine, so what you must do now is find the way out of the place.

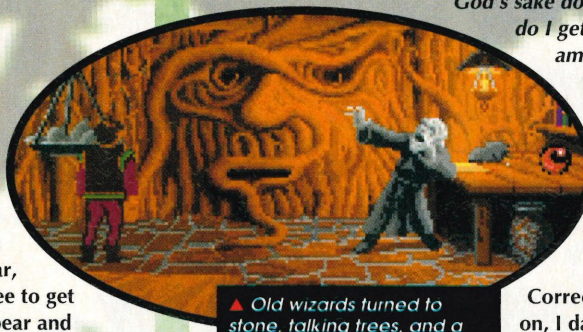
Return to the Wine Cellar and use the remote control on the barrel at the top of the ladder. You'll easily figure out what to do to escape from the monastery, but what you will almost certainly miss, (because everyone else does!) is a special object which can be found in the room beyond the barrel. Make sure you don't leave without a cannister!

Legend of Kyrandia.

Here I am stuck in the middle (I think) of Legend of Kyrandia. I've found Zanthia's empty hut, now what? I've tried putting the yellow tulip and the topaz in her laundry water (I wondered why her underwear had turned yellow! - Bogg.) Was I right to do it? Then I used the water to fill an empty flask. What should I do with it? (For

God's sake don't drink it! - Bogg.) How do I get the last spell on my amulet? What should I do with the red orchid? How do I use the third spell, (the blue gem) and what does it do?

Bjorn Christian, Oslo



▲ Old wizards turned to stone, talking trees, and a crazy jester who is out to destroy everyone who stands in his way. It's a tough life in Kyrandia

Correct me if I am wrong, (go on, I dare you!) but didn't the poor fools in the front office print the complete solution to this game only a few short months ago? Are we to assume

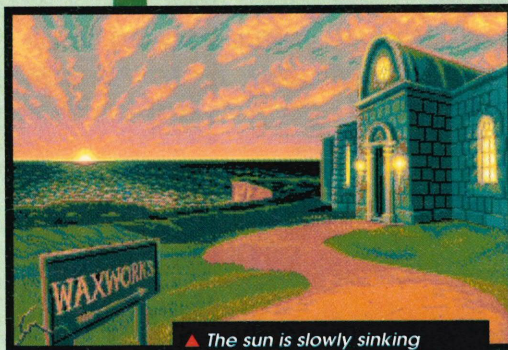
that you had your head in a herring barrel at the time and were too busy to spare the time to row across a couple of fjords and pick up a copy of Amiga Action? (Which as everyone knows is the only bit of action to be found in the Arctic Circle.) You're lucky I'm in a good mood, or else I'd... Well as I said, I'm in a good mood, so I'll let you off this time.

As you've realised you must place a crystal and a flower of the same colour in the tub to produce a potion. Using the right combinations you'll be able to make the red, yellow and blue potions quite easily. The next trick is to take these potions to a spot to the south of Zanthia's laboratory called the Crystals of Alchemy, for here you can combine the simple potions to make the really heavy stuff. Mixing Red and Yellow produces Orange, Yellow and Blue makes Green, and Blue and Red makes Purple.

No doubt you noticed a Chalice floating in mid air as you wandered through the woods. You can't miss it there are very few places where crockery floats around in the breeze. The blue gem in your pretty bracelet contains the power to release this flying cup into your hands, but don't get too excited because before you have time to fill it with spiced wine a thieving faun will steal it away. Try out your potions to find the solution to that problem. Save your game and try out all of your potions at important looking spots to find the next stage of your journey.

A final word on this game for Brandon Back who can't solve the birthstone problem - look in the bubbling spring for the Sunstone.

Well actually they tell me to leave their drinks alone, but it's pretty much the same thing. I think the unsociable type you are trying to chat up is not 'Willy the Dip' at all. but someone who has



▲ The sun is slowly sinking beneath the horizon, bathing the Waworks in a sea of blood-red light. This is no time to think of turning back, you wanted to be a hero, so get in there.

some information in his pocket that you need. To get that information you'll need 'Willy the Dip' to pick his pockets. (That's what a 'Dip' is you know - a pickpocket.) Before you go to the Black Bull you must visit the Ship Inn. Your first visit will get a little awkward as there are some characters there who will give you a bad time unless you are ready for them. Take the whistle or shotgun from the Pawnshop and when the men try to attack you outside the Inn you can

scare them off. The noise will be loud enough to attract the police, but hopefully not loud enough to wake the dead. (We've had quite enough of that nastiness thank you very much!) Run and hide on the pier until the police arrest the men and make it safe for you to return to the Ship Inn.

Hint Books.

I bought Eye of the Beholder and Eye of the Beholder II a couple of months ago and I am stuck in both of them. In the back of the instruction books there are advertisements for the the Clue Books. I have looked everywhere for these and can't find them and now I don't know where else to look. Do you know where these books can be acquired? If you can tell me I promise to buy the next 100 editions of Amiga Action.

I. Letchford, Gosport.

You are but one of many bewildered souls who have written to me with this question, so this time I have the complete answer for all of you. Both of the Eye of Beholder hintbooks can be bought through mail-order directly from the following address:-

U.S. Gold Ltd., Units 2 & 3, Holford Way, Holford, Birmingham B6 7AX. The prices are £7.99 and £9.99 respectively. You can also phone and make a credit card purchase on 021-6253388. You should also ring this number for all of the other hint books for games sold through U.S. Gold, including the Lucasfilm games such as Monkey Island.

If you are having trouble obtaining hint books for some of the Mindscape epics (e.g. Maniac Mansion, Nightmare, Captive, Legend and Zak McKracken) you should ring 0444-246333.

And now the moment has finally come. No time for tears, no words of sorrow. We've supped deep from the goblet of fun and now we must part. The quill dips into the ink, then moves across the scroll for the last time. Outside in the Great Wood the first rays of the morning sun are already beginning to lighten the sky, and it's time I was away. There are mountains to climb and new horizons to explore. Somewhere out there I know there are giants who need a punch in the nose and treasures that require stealing, and I want to see them all before my knees give out. Perhaps one day you'll catch a glimpse of me on some far hilltop, or find my footprints in the sand. One thing you can be sure, wherever the fireballs fly and the dragons roar, I won't be far away.

Till we meet again.
The Boggit.

The Boggit has been with Amiga Action right from the start, and Andy Mitchell's wit and wisdom have made it a prominent feature of the mag. We wish him all the best for the future, but as for those remaining - look out for new developments soon in the world's best selling Amiga games magazine.

Wyrd or What?

The other day I was quietly reading 'Wyrd Sisters' by Terry Pratchett, (featuring the lovely Granny Weatherwax) when Amiga Action pooped through the letterbox, (don't you mean popped! - Bogg) bounced off the "Wipe Your Feet or Clear Off" mat and straight into my lap. Imagine my joy when, as always, I thumbed through to your pages to find that your reading it too! Amazing! And since someone is making a game out of the Xanth series, this got me thinking, "Will anyone do a game about Discworld?" Maybe a graphic adventure in the style of Loom, or a platform game with an in-between level of trying to get Granny Weatherwax airborne on her broomstick?) Hint, hint, to all you software houses out there.

Richard Burke, Nottingham.

Now it's really eerie that you should mention that because a strange thing happened yesterday morning. I was lying in bed just thinking that was it was time to be getting up - approx 2pm - when the brass doorbell clanged. Shuffling to the door I was just in time to see a large wooden chest mounted on little stumpy legs running off down the path. Lying on the doormat was a piece of paper. 'That's very strange', I thought to myself. 'That doorbell hasn't worked for months...'

Picking up the mysterious note, I discovered that my instincts had been correct. The news that greeted me was that a company called Teeny Weeny Games Ltd. has won the rights to create an adventure game based on the hilarious books of Terry Pratchett. I've never heard of Teeny Weeny Games before, (and believe me I would have remembered a naff name like that) but it appears they will be producing an Amiga version of the game around the middle of next year.

Waxworks.

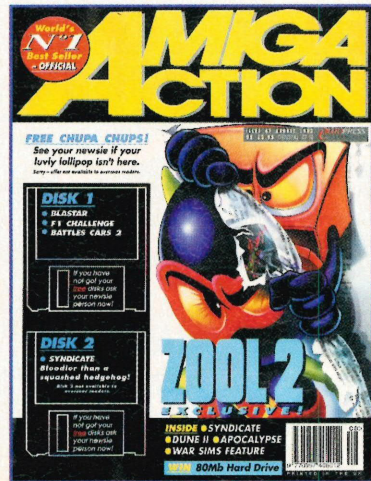
Could you please help me with the Jack the Ripper section of the Horrorsoft game - Waxworks. I have obtained both of the pocket watches from the Pawnbrokers and have then gone to the Black Bull pub to find 'Willy the Dip', but the only person in the pub tells me to leave him alone.

Alan Reed, Weston Super Mare.

That's strange, people in pubs tell me to leave them alone as well.

BACK ISSUES

At just three quid a chuck, no-one should be without their very own library of Amiga Actions. Fill in the coupon with the couple of dozen or so you require, and send it – along with some dosh, of course – to the address below. Don't ring us, 'because we've probably got less copies than you.

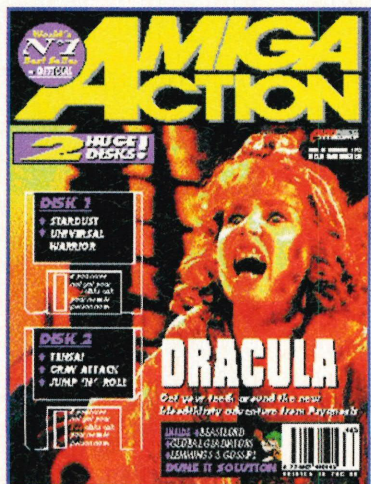


ISSUE 40 JANUARY 1993. CODE 8481.

Cover – Streetfighter II
Features – Blister (!)
Coverdisk Demos – Road Rash, Goblins 2
Reviews – Alien Breed 92, BC Kid, Bill's Tomato Game, Campaign, Goblins 2, Gunship 2000, KGB, Sensible Soccer 1.1, Streetfighter II, Tearaway Thomas
GTGAs – Legend of Kyrandia, Plan 9 from Outer Space

ISSUE 41 FEBRUARY 1993. CODE 8482.

Cover – Darkseed
Coverdisk demos – Zool A1200, Nigel Mansell, Robin Hood, Elevation
Features – GamesMaster Live, Future Zone
Reviews – Dalek Attack, Dark Seed, Dragon's Lair III, Harrier, Fate of Atlantis, Joe and Mac, Trolls, Voyage Beyond, WWF II
GTGAs – FULL SOLUTIONS:



Indiana Jones and the Fate of Atlantis (The Graphic Adventure), The Curse of Enchantia

ISSUE 42 MARCH 1993. CODE 8483.

Cover – Altern 8
Coverdisk Demos – Body Blows, Furmyre, Creatures, Unsensible Soccer
Features – Altern 8, Zool 2
Reviews – Combat Air Patrol, Creatures, Lionheart, Nick Faldo, Sleepwalker, The Chaos Engine, Transarctica, Waxworks, Wing Commander
GTGAs – Dark Seed, Ween

ISSUE 43 APRIL 1993. CODE 8484.

Cover – Lemmings 2
Coverdisk Demos – Abandoned Places 2, Lemmings 2, Walker
Free GTGA Book – Alien Breed 92, Goblins 2, Classic Tips. Games Index, Classic Tips
Features – Arcade Show, Zool coin-op, On-Line, Hard Drives, Virtual Quest Virtual Reality
Reviews – Body Blows, Crystal Kingdom Dizzy, DPaint IV, Legends of Valour, Lemmings 2, Lethal Xcess, Sim City Deluxe, Son of Chuck, The Greatest, Walker, Universal Monsters
GTGAs – Waxworks

ISSUE 44 MAY 1993. CODE 8485.

Cover – Desert Strike
Three huge coverdisks! – Superfrog, Chuck Rock II, Dizzy, Sink or Swim, Super Cauldron, Deluxe Pacman.
Features – Amiga CD-ROM, CompuServe, Bullfrog.
Reviews – Desert Strike, Jurassic Levels, B17, Abandoned Places 2, Arabian Nights, A-Train, Historyline.
GTGA – Sabre Team, Dragon's Lair III

ISSUE 45 JUNE 1993. CODE 8486.

Cover – Superfrog
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Features – Lemmings 2, Superfrog, Zool 2, CompuServe
Reviews – Cohort II, Flashback, Graham Gooch Cricket, Sink or Swim, Superfrog.
GTGA – Flashback, Body Blows, Superfrog

ISSUE 46 JULY 1993. CODE 8487.

Cover – Goal!
Coverdisk Demos – Bully's Sporting

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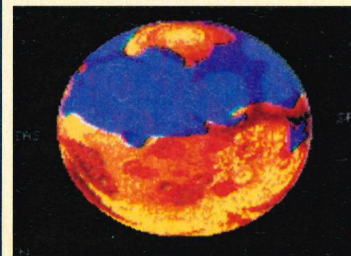
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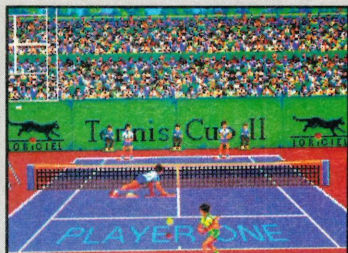
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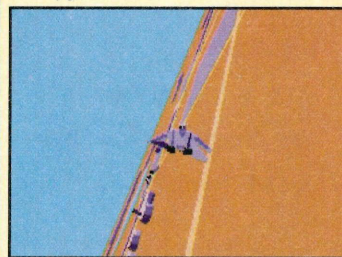
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- 23 KNIGHTS OF THE SKY**
MicroProse
- 24 MIG-29M SUPER FULCRUM**
Domark

- 25 F-29 RETALIATOR**
Ocean
- 26 F-15 STRIKE EAGLE II**
MicroProse
- 27 A-10 TANK KILLER**
Sierra
- 28 MIG-29 FULCRUM**
Domark
- 29 TOWER FRA**
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- 30 WINGS**
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- 31 SKYCHASE**
MicroProse
- 32 F-15 STRIKE EAGLE**
MicroProse
- 33 ATF II**
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- 34 FIGHTER DUEL PRO**
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- 35 CHUCK YEAGER**
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- 36 RED BARON**
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- 37 STRIKE FORCE HARRIER**
Digital Integration
- 38 BLUE MAX**
UbiSoft
- 39 AV-8B HARRIER ASSAULT**
Domark
- 40 BLUE ANGELS**
Accolade

RACING

- 1 LOTUS ESPRIT TURBO CHALL**
Gremlin
- 2 FORMULA ONE GRAND PRIX**
MicroProse
- 3 SUPERCARS 2**
Gremlin
- 4 LOTUS TURBO CHALLENGE II**
Gremlin
- 5 MICRO MACHINES**
CodeMasters
- 6 STUNT CAR RACER**
MicroStyle
- 7 NO SECOND PRIZE**
Thalion
- 8 NITRO**
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- 9 LOTUS III**
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- 10 F17 CHALLENGE**
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- 11 JAGUAR XJ220**
Core Design
- 12 HARLEY DAVIDSON**
Mindscape
- 13 VROOM**
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- 14 CRAZY CARS 3**
Titus
- 15 INDIANAPOLIS 500**
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- 16 NIGEL MANSELL**
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- 17 SUPER MONACO GP**
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- 18 TEST DRIVE 2**
Accolade
- 19 TOYOTA RALLY**
Gremlin
- 20 COMBO RACER**
Gremlin
- 21 SUPER OFF ROAD RACER**
Virgin
- 22 SUPER CARS**
Gremlin
- 23 TEAM SUZUKI**
Gremlin
- 24 LOMBARD RAC RALLY**
Mandarin
- 25 SUPER HANG-ON**
Activision

26 JUPITER'S MASTERDRIVE

Ubi Soft

27 RVF HONDA

MicroStyle

28 INDY HEAT

The Sales Curve

29 PSYBORG

Loricel

30 4D SPORTS DRIVING

Mindscape

31 OUTRUN EUROPA

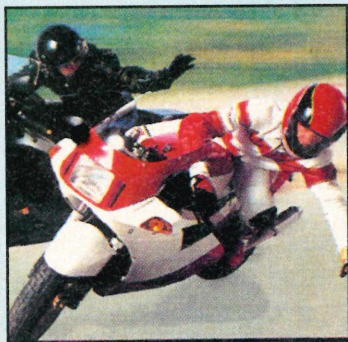
US Gold

32 HARD DRIVIN' II

Domark

33 ROAD RASH

Electronic Arts

**34 GRAND PRIX CIRCUIT**

UbiSoft

35 TURBO OUTRUN

US Gold

36 HARD DRIVIN'

Domark

37 BADLANDS

Domark

38 THE CYCLES

UbiSoft

39 CHASE HQ II

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40 POWERDROME

UbiSoft

41 OVERLANDER

Elite

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Accolade

43 RED ZONE

Psygnosis

44 CISCO HEAT

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45 RACE DRIVIN'

Domark

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48 THE ULTIMATE RIDE

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Codemasters

51 CHASE HQ

Ocean

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54 5TH GEAR

Hewson

55 TURBO CUP

Loricel

56 CHAMPION DRIVER

Zeppelin

57 DAYS OF THUNDER

Mindscape

58 OUTRUN

US Gold

59 RALLY CROSS

UbiSoft

60 POWERDRIFT

Virgin

BEAT'EM-UP**1 IK+**

System 3

2 BODY BLOWS

Team 17

3 PANZA KICK BOXING

Futura

4 TORVAK THE WARRIOR

Core Design

5 BUDOKAN

Electronic Arts

6 STREETFIGHTER II

US Gold

7 ORIENTAL GAMES

UbiSoft

8 AFTER THE WAR

Dynamic

9 VIGILANTE

US Gold

10 WRATH OF THE DEMON

Readysoft

11 SHADOW WARRIORS

Ocean

12 FINAL FIGHT

US Gold

13 NINJA WARRIORS

Virgin

14 GOLDEN AXE

Virgin

15 SWORD OF THE SODAN

Activision

16 CHAMBERS OF SHAOLIN

Grandslam

17 METAL MASTERS

Infogrames

18 BLACK TIGER

US Gold

19 DARKMAN

Ocean

20 SKULL AND CROSSBONES

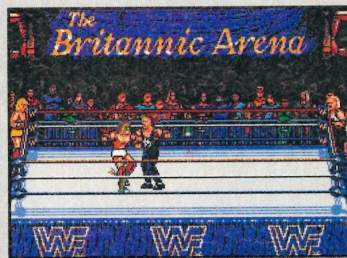
Domark

21 DOUBLE DRAGON III

Virgin

22 WWF II

Ocean

**23 DYNASTY WARS**

US Gold

24 PITFIGHTER

Domark

25 FULL CONTACT

Team 17

26 TMHT

Mirrorsoft

27 DINOWARS

UbiSoft

28 NIGHTBREED (ARCADE)

Ocean

29 ROGUE TROOPER

Krysalis

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System 3

32 IVANHOE

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33 WILD STREETS

Titus

34 DR DOOMS REVENGE

Entertainment International

35 COUGAR FORCE

Tomahawk

36 TURTLES 2/ARCADE GAME

Mirrorsoft

37 ALTERED BEAST

UbiSoft

38 DOUBLE DRAGON

Virgin

39 FINAL BLOW

The Sales Curve

40 BANGKOK KNIGHTS

System 3

STRATEGY**1 POWERMONGER** + Data Disk

Electronic Arts

2 UTOPIA + Data Disk

Gremlin

3 PERFECT GENERAL

Impressions

4 MEGA LO MANIA

Mirrorsoft

5 POPULOUS II

Electronic Arts

6 CIVILISATION

MicroProse

7 DUNE II

Virgin

8 CAESAR

Impressions

9 SABRE TEAM

Krisalis

10 GLOBAL EFFECT

Electronic Arts

11 DREADNOUGHTS

Turcan Research

12 CASTLES 2

Interplay

13 GENGHIS KHAN

Infogrames

14 SIM CITY DELUXE

Infogrames

15 SIMCITY + Terrain Editor

Infogrames

16 CAESAR DELUXE

Impressions

17 SUPREMACY

UbiSoft

18 CELTIC LEGENDS

Ubi Soft

19 BANDIT KINGS

UbiSoft

20 BATTLE ISLE + Data Disk

Blue Byte

21 POPULOUS + Promised Lands

Electronic Arts

22 RAILROAD TYCOON

MicroProse

23 A-TRAIN

Maxis

24 RAGNAROK

Mirage

25 CAMPAIGN + Data Disk

Empire

26 REALMS

Virgin

27 THE PATRICIAN

Daze

28 CENTURION

CCS

29 BREACH 2

Impressions

30 HARPOON + Data Disk

Mirrorsoft

31 MURDER

US Gold

32 LASER SQUAD

Krisalis

33 ROME AD92

Millennium

34 VIKINGS

Thalamus

35 BREACH

Impressions

36 PALADIN

Impressions

37 SIM EARTH

Ocean

38 DEUTEROS

Activision

39 HISTORYLINE 1914-1918

Blue Byte

40 SIMANT

Ocean

41 WARLORDS

UbiSoft

42 1869

Flair

43 GETTYSBURG

Mirrorsoft

44 ARMADA

Mirrorsoft

45 BORODINO

Mirrorsoft

46 MONOPOLY

UbiSoft

47 RISK

UbiSoft

48 BATTLE CHESS II

Intercom

49 BATTLEMASTER

UbiSoft

50 MOONBASE

CRL

51 BATTLE CHESS

Electronic Arts

52 LORDS OF CHAOS

DMI

53 BRIGADE COMMANDER

UbiSoft

54 HILL STREET BLUES

Krisalis

55 AIR BUCKS

Impressions

56 GOLD OF THE AMERICAS

Starbyte

57 HALLS OF MONTEZUMA

US Gold

58 ARNHEM

CCS

59 GERM CRAZY

Electronic Zoo

60 TOWER OF BABEL

Microprose

61 CHESS CHAMPION 2175

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62 FLOOR 13

Virgin

63 FIGHTER COMMAND

Impressions

64 FORT APACHE

Impressions

65 LIFE AND DEATH

Mindscape

66 INTERCEPTOR

Electronic Arts

67 RED LIGHTNING

SSI

68 CONFLICT EUROPE

Mirrorsoft

69 COHORT

Impressions

70 SEIGEMASTER

CCS

71 STORM ACROSS EUROPE

SSI

**72 CONFLICT: MIDDLE EAST**

UbiSoft

73 NAPOLEON I

Impressions

- 74 AFRIKA KORPS**
Impressions
- 75 BIG BUSINESS**
Rainbow Arts
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Domark
- 77 CASTLES**
Electronic Arts
- 78 CRIME CITY**
Impressions
- 79 'NAM**
Domark
- 80 TRADERS**
Ubisoft
- 81 NUCLEAR WAR**
US Gold
- 82 CHARGE OF LIGHT BRIGADE**
Impressions
- 83 CHAMPION OF THE RAJ**
Mirrorsoft
- 84 DRAGON FORCE**
Phalton
- 85 OVERRUN**
US Gold
- 86 WATERLOO**
Mirrorsoft
- 87 FIRETEAM 2200**
Ubisoft
- 88 AUSTERLITZ**
Mirrorsoft
- 89 NO GREATER GLORY**
Ubisoft
- 90 UMS 1+2**
MicroProse
- 91 ACTION STATIONS**
Lazer
- 92 BLITZKRIEG**
Mirrorsoft
- 93 MEDIEVAL WARRIORS**
Ubisoft
- 94 WHITE DEATH**
Ubisoft
- 95 FINAL CONFLICT**
Mirrorsoft
- 96 VENGEANCE OF EXCALIBUR**
Virgin
- 97 RINGS OF MEDUSA**
Rainbow Arts
- 98 SPIRIT OF EXCALIBUR**
Virgin
- 99 COHORT II**
Impressions
- 100 COVER GIRL STRIP POKER**
The Sales Curve

ARCADE STRATEGY

- 1 ELITE**
Rainbird
- 2 SYNDICATE**
Electronic Arts
- 3 ARMOUR-GEDDON**
Psygnosis
- 4 DYNABLASTER**
VBI
- 5 THE KILLING CLOUD**
Mirrorsoft
- 6 METAL MUTANT**
Silmarils
- 7 FLAMES OF FREEDOM**
MicroProse
- 8 HIRED GUNS**
Psygnosis
- 9 STARGLIDER 2**
Rainbird
- 10 STORM MASTER**
Silmarils
- 11 SPECIAL FORCES**
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- 12 NORTH AND SOUTH**
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- 13 WAR IN THE GULF**
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- 14 PIRATES**
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- 15 TRANSARCTICA**
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- 16 INTERPHASE**
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- 18 MIDWINTER**
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- 19 IRON LORD**
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- 20 MILLENNIUM 2.2**
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- 21 DAMOCLES + Mission Disk**
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- 22 COVERT ACTION**
MicroProse
- 23 VOYAGE BEYOND**
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- 24 LORDS OF THE RISING SUN**
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- 25 ROBIN HOOD**
Millennium
- 26 ANCIENT ART/WAR IN SKIES**
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- 27 NARCO POLICE**
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- 28 STAR CONTROL**
Ubisoft
- 29 TEAM YANKEE**
Empire



- 30 MOONFALL**
Hewson
- 31 TIME MACHINE**
Activision
- 32 MAGIC FLY**
Activision
- 33 PACIFIC ISLANDS**
Empire
- 34 CYTRON**
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- 35 STRIKE FLEET**
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- 37 SPACE ROGUE**
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- 38 RULES OF ENGAGEMENT**
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- 41 VOLFIED**
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- 42 AIR SUPPORT**
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- 43 SWORDS AND GALLEONS**
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- 44 D-DAY**
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- 45 CARTHAGE**
Psygnosis
- 46 LOST PATROL**
Ocean
- 47 MURDERS IN SPACE**
Infogrames
- 48 FEDERATION OF FREE TRADERS**
Gremlin
- 49 DAY OF THE PHAROAH**
Rainbow arts
- 50 VOYAGER**
Ubisoft

PLATFORM

- 1 FLASHBACK**
US Gold
- 2 SOCCER KID**
Krisalis
- 3 SUPERFROG**
Team 17
- 4 ZOOL**
Gremlin
- 5 THE ADDAMS FAMILY**
Ocean
- 6 ASSASSIN**
Team 17

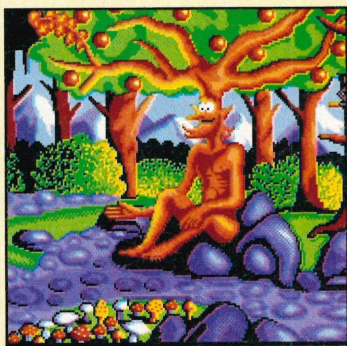


- 7 PREMIERE**
Core Design
- 8 GODS**
Renegade
- 9 RAINBOW ISLANDS**
Ocean
- 10 PARASOL STARS**
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- 45 BUBBLE BOBBLE**
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- 51 RISKY WOODS**
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- 54 JOE & MAC**
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- 55 NIGHT SHIFT**
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- 61 BABY JO**
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- 73 KID GLOVES**
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- 88 CHRONICLES OF OMEGA**
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- 92 STRYX**
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- 93 FLIMBO'S QUEST**
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- 94 TWIN WORLDS**
Ubisoft
- 95 SPELLBOUND**
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PUZZLE & QUIZ

- 1 LEMMINGS 2**
Psygnosis
- 2 OH NO! MORE LEMMINGS**
Psygnosis
- 3 LOST VIKINGS**
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- 4 PIPEMANIA**
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- 5 PUSH-OVER**
Ocean
- 6 HUMANS/JURASSIC LEVELS**
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- 7 BILL'S TOMATO GAME**
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- 8 GOBLINS 2**
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- 9 KLAX**
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- 10 CHIPS CHALLENGE**
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- 11 TETRIS**
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- 12 BRAT**
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- 13 WIZKID**
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- 14 BLOB**
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- 18 SINK OR SWIM**
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- 21 SUPER TETRIS**
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- 22 STEG**
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- 23 BLOCKOUT**
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- 24 LOCOMOTION**
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- 25 WELLTRIS**
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- 26 BUG BOMBER**
Ubisoft
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- 28 PUZZNIC**
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- 44 PLOTTING**
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Ubisoft
- 49 CLOWN'O-MANIA**
Ubisoft
- 50 SCRABBLE**
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- 51 MANIX**
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- 52 MANIC MARBLE**
Ubisoft
- 53 SCRABBLE**
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- 54 TILT**
Ubisoft
- 55 BOULDERDASH**
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- 56 BOSTON BOMB CLUB**
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- 57 THE POWER**
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- 58 RA**
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- 59 Pictionary**
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- 61 HOYLE'S BOOK OF GAMES**
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- 62 MIKE READ'S POP QUIZ**
Elite
- 63 STACK UP**
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- 64 SPORTING TRIANGLES**
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- 65 SWAP**
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- 1 DUNGEON MASTER**
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- 2 CHAOS STRIKES BACK**
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- 3 EYE OF THE BEHOLDER II**
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- 4 LEGEND**
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- 5 KNIGHTMARE**
Mindscape
- 6 AMBERSTAR**
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- 7 BLACK CRYPT**
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- 8 MIGHT AND MAGIC III**
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- 9 PALADIN II**
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- 10 BANE OF THE COSMIC FORGE**
US Gold
- 11 EYE OF THE BEHOLDER**
US Gold
- 12 MIGHT AND MAGIC II**
US Gold
- 13 SHADOWWORLDS**
Krisalis

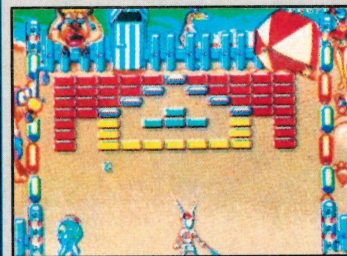


- 14 WORLDS OF LEGEND**
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- 15 POOLS OF DARKNESS**
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- 16 DEATH KNIGHTS OF KRYNN**
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- 17 CHAMPIONS OF KRYNN**
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- 33 LEGENDS OF VALOUR**
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- 34 LORD OF THE RINGS**
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- 36 MEGATRAVELLER 1**
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- 37 BUCK ROGERS**
US Gold
- 38 DRAGON WARS**
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- 39 AZURE BONDS**
US Gold
- 40 POOL OF RADIANCE**
US Gold
- 41 LEGEND OF FAERGHAIR**
Rainbow Arts
- 42 TREASURES/SAVAGE FRONT**
US Gold
- 43 GATEWAY/SAVAGE FRONT**
US Gold
- 44 DRAGON FLIGHT**
Ubisoft
- 45 DRAGONS OF FLAME**
US Gold

BAT & BALL

- 1 PINBALL FANTASIES**
21st Century
- 2 PINBALL DREAMS**
21st Century
- 3 ARKANOID 2/REV OF**
Ocean
- 4 SHUFFLEPUCK CAFE**
Ubisoft
- 5 ARKANOID**
Ocean
- 6 KRYPTON EGG**
Rainbird
- 7 BUNNY BRICKS**
Silmarils



- 8 LORDS OF WAR**
Rainbow Arts
- 9 BOTICS**
Krisalis
- 10 TITAN**
Titus

*If you still can't
decide on
whether to
plump for Starush
or Baal, we can't
do anything
more to help you
out really.*

Some mags are

to be tasted, others

P C A c t i o n . . .

to be swallowed,

t h e s h a p e o f

and some few

t h i n g s t o c o m e .

to be chewed

L o o k o u t . . .

and digested.

Groucho Marx
(1890-1977)



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MEGADRIE MAG
ON SALE NOW!**



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SWAP

To swap: Indiana Jones and the Last Crusade and Pushover for A320 Air-Bus. Write to James Webb, 18 Meallard, Balivanich Benbecula, Western Isles, Scotland, PA88 5NF

I have Wing Commander, Road Rash and Desert Strike. Would like to swap for Chaos Engine, Assassin, Harlequin, Zool, Pinball Fantasies or Monkey Island II. Would like an answer fairly quickly! Write to Sandra Grose, 100 Lindridge Road, Sutton Coldfield, West Midlands, B75 6HT

Amiga A500 - 1 meg, Phillips CM 8833 monitor, Workstation, Action Replay Mk II, 2Y-FI stereo speaker system, Cumana second drive and 70+ original titles and magazines and coverdisks. Offers welcome. Phone Paul Lawn on 0953-455133

A1200 contacts wanted: Any age, British (call the xenophobia police). Send lists to: Andrew Fletcher, 24 Park Close, Burgess Hill, West Sussex, BH15 8HL

For sale, Atari Lynx with 12 games, Kit Case, PSV and all manuals. Excellent condition, worth £450 - will sell for £200 ONO or swap for Amiga 500+. Also swap Mega Drive with games for Amiga 500+ or 600. Phone Harmal Singh on 021-5547920 after 4pm.

Wanted: Amiga contacts worldwide. Fast 101% reply. Send all lists, letters and disks to Alan Parr, 43 Dene Drive, Winsford, Cheshire, CW7 1BL

Amiga contacts wanted. (Short and sweet. I like it). Write to W Clark, 46 Cecil Street, Liverpool, L15 1HR

29 Spectrum (crikey) games for sale, all boxed with instructions. £1 each or £20 for the lot. Phone Mr Bird on 0384-372561

I have heard there is a way to play as the Masters on Street Fighter 2 (hmm, I think not. But hey, what do I know?). Does anyone know how? I have tried the one with 2nd disk drive but it didn't work. PS I would like to sell or swap some speccy (another one! This bad taste revival is going too far) games and I have some sprites for SEUCK for £1.

Write to Matthew Fletcher, 38 Londgate Rd, Handsworth, Birmingham, BDI 8JH

I would like to swap: Chaos Engine, Body Blows, Sensible Soccer 1.1, WWF European Rampage, Toki for any decent games. Phone Chris Hopkinson on 0788-567172 after 4pm

Wrestlemania, Archer Maclean's Pool, Black Crypt, Home Alone. Swap for decent Flight sims or Dune 1 or II, Syndicate, Celtic Legends, War in the Gulf, Campaign, Dark Seed, Waxworks - all offers considered. Phone Simon Monkman on 0287-624177 after 4pm.

Sell/Swap Grand Monster Slam, Data Storm, Powerplay, Tower of Babel, kid Gloves, Seconds Out Boxing, Harlequin, Battlebound (£5 each) for F1 Grand Prix, Willy Beamish, Creatures, Monkey Island 1 or II or send game list to Kerry Skinner at 11 Marcus Crescent, Blackburn, Aberdeen, Scotland.

I want Sabre Team, Dune II or Syndicate. Will swap for Wild Wheels, Untouchables, Double Dragon 3, Hollywood Poker Pro & Wizball. That's 5 originals (he's not wrong) for 1. Also swap SEUCK for North & South. Write to James Brown (yow!) at 20 Ladymead Lane, Langford, Nr Bristol, Avon, BS18 7E6.

I will swap Elite, Storm Master, Graham Taylors, Championship Manager and Int. Rugby Challenge. Any two for Reach for the Skies, Ragnarok, Railroad Tycoon, Walker or Air Bucks. Write to Leighton Armstrong at 12 Hey Street, Brighouse, W. Yorks, HD6 4AT

Amiga contacts wanted worldwide. Please send lists to Bill Starbakken, 3410-31 St. SW, Calgary, AB Canada, T3E 2P2

UK SNES for sale - only 2 months old. 7 games, inc. SFII, Mario Kart, Tiny Toons, and Another World. 2 Competition Pro Joypads, carrycase and loads of mags. Excellent condition. £300. Phone Scott Newman on 0227-261385

Wanted: Indy Jones IV, any of the Eye of the Beholders, Zool, Heimdall, Pushover or One Step Beyond. I'd prefer the adventures though, cos although I like puzzlers I'm crap at them (cue violins). Oh yes, and Waxworks (anything else?). And (jees) can you get a windows package for the Amiga 500? Has anyone got one? Or how about a scanner? Oh, and I've got Monkey Island 1&2, Curse of Enchantia and Lemmings 2 and am willing to swap. Alternatively pay up to £2 a disk. (There is more, but I'm totally fed up with typing it. But, hey, Sarah, what do you mean "I've a cat's hope in hell of having anything printed in Swap Shop"? And, of course, you do realise that your slurpy-slurpy letter to "dearest darling Nicholas" has duly been read by everyone in the office and laughed at. But we still love you, and please don't commit suicide). (Anyway) write to Sarah Balfour, Craigy, Fulmer Road, Gerrard's Cross, Bucks, SL9 7EE

I would like to swap Goblins 2 and Another World for Megalomania. Phone Kieran Newton on 0843-46010

For sale: Atari Lynx 2, carry case, 4 top class games, 2 power packs. Hardly used and only a few months old. Sell for £110 or will swap for Super Nintendo with Super Mario-land. Phone Michael Sellwood on 0324-23769.

Swap: D-Generation for Populous 2, Kyrandia for Darkseed or Waxworks, KGB for Desert Strike, Ishira 2 or any other good RPG. Kick Off 2 for anything. Phone Scott Bennett on 0342-835204.

Wanted: Wordworth 2 (AGA or non AGA), Professional Calc or Advantage. Any reasonable price paid. Phone Mark Warner on 0275-836732.

I want Monkey Island 1 & 2, Indy Fate Atlantis, Darkseed and Cruise for a Corpse.

Will swap for Goal and other games. Also Amiga contacts are wanted. 100% reply. Send your list/disks to Leon Wonnacott, 50 Baggeholme Rd, Lincoln, LN2 5BQ

Amiga contacts wanted. I have about 300 games (blimey! Are you rich, or something?). 100% reply, must be aged between 12 and 14. I will swap games for games (nice one). Also I have Total Recall and Captain Planet, and I would like to swap both for any 2 Larry games, apart from Part 1. Write to Kieren Parsons, 42 Hockley Rd, Wilnecote, Tamworth, Staffs, B77 5EE.

I have Bill's Tomato Game and would like to swap it for either Body Blows, Nigel Mansell's or Sim City Deluxe. Phone Thomas Sheasby on 0367-710446.

SNES Contacts wanted. 100% reply. Write to Allan, 67 Frinton Road, Broxtowe, Nottingham, NG8 6GQ.

Swap: Lure of Temptress, Pinball Fantasies, Heimdall, Vikings, Prem Manager, G Taylor's, Knights of the Sky, Abandoned Places, Legend with hint-book, Celtic Legends - all boxed. Want Perfect General, Civilisation, Caesar, Great Naval Battles, Dreadnoughts. Boxed only please. Phone Barry Sheridan on 0268-691716.

list for mine. My games include Populous, Body Blows, Premier Manager, Team Yankee. Write to Andy, 81 Osborne Crescent, Tweedmouth, Berwick, TD15 2HX. A500+ for sale - includes external disk drive, 12 boxed games, 2 boxes full of utilities and PD software, 40 capacity disk box, 10 capacity diskbox, mouse, joystick, mousecover, dustcover, mouseholder, mousemat, diskbags (That must be one dust-free Amiga set-up), computer mags, manuals, leads etc. Amiga boxed. £275 for all. Phone Raymond Chan on 0246-221891. A500+ (1meg) V good condition, still boxed including 13 games: The Addams Family, Speedball 2, Lemmings, Project X and so on. Will sell for £176. £199 with white TV (?). Phone Alex Hewlett on 0865-61194.

For sale: A 1500 with monitor, 40MB Hard disk, 2 floppy drives and 24 PIN printer. Spreadsheet, Database, WP software package, programming utilities and many games incl. Phone Richard Wignall (don't I remember you from somewhere?...) on 0277-650480.

Contacts wanted to swap games, send lists, disks etc. Write to M. Stevens, Flat 1, 553 Anlaby Rd, Hull, HU3 6HD.

Thanks for your support of our new payment scheme - it seems to be working really well. Keep the adverts coming, and when we get a bit of space, we'll bump it back up to four pages for you. Lovely...

Contacts wanted. Also, boxed games for sale: Formula 1 GP £10, F-15 II £7, Space Crusade £10, Special Forces £8, Megatraveller 1 £5, Superfrog £10. Write to W. Usher (I hope your house isn't falling), 37 Cassiobridge Rd, Watford, Herts, WD1 7QL. Will swap Body Blows, Prince of Persia, Captain Dynamo, Raving Mad Pack which includes Mega Twins, Robocod and Rodland. Also to swap: Birds of Prey, The Bitmap Bros Vol 1 (Speedball 2, Cadaver, Xenon), and Nigel Mansell's. Want Superfrog, Zool, Goblins 1 or 2, Project X, Legend of Kyrandia, Campaign, Ancient Art of War in the Skies, or owt decent. Phone Andrew on 0978-756894.

Adventure enthusiasts: I will swap Midwinter for Monkey Island 1 or 2, Indy 4 Fate Atlantis, Loom or another good Lucas Arts game. Curse of Enchantia also considered. Contact Colin Moore, 18 Firth Rd, Barassie, Troon, Ayrshire. KA10 6TF. Phone 0292-315934.

Amiga 500 for sale, half meg upgrade, 2 joysticks, mouse, and mat-lockable disk-box plus boxed and including Dpaints II and II, Monkey Island all for £225 ONO. Phone Luke on 0256 397857 after 4pm.

I will swap originals for originals. Send your

Sell or swap Street Fighter II, Sabre Team or Curse of Enchantia, for KGB, Silent Service II or D/Generation. All boxed with instructions. Phone Neil Clough on 091-2523429.

Wanted: Star Wars figures and machines. Complete units needed for feature in MegaDrive magazine. Hurry and meet the deadline. Will pay! Phone Steve at Mega Action Magazine (as I type this in, I can actually see Steve on the other side of the room. Wow, what a weird world, eh?) on 0625-878888 ext. 256.

Swap Premier Manager, Body Blows, Pacific Islands or Street Fighter 2 for A-Train or Championship Manager 93. Separate deals considered. Amiga contacts wanted also. Send lists to Lee Hughes, 5 Brierly Close, Bootle, Merseyside, L30 7QH. Telephone: 051-5262768.

Swap/sell Street Fighter 2, Zool and Lemmings 2 for £10 each or £22 altogether, and Road Rash for £8. Fantasy Land Dizzy £2, James Pond £3, or all the above for £35. Or swap any one of above for Body Blows, Jaguar XJ220, Assassin or Chuck Rock 2. Ring Joss on 0874-622688.

A600 contacts wanted. 100% reply. Send lists and disks. Also Deluxe Paint III with

STOP

animation, unopened, £15. Write to Roy Staines, 85 Marlow Rd, Stokenchurch, Bucks, HP14 3QS.

Amiga 500, 1 meg, 2 joysticks, 2 mice, 2 mousemats, dust cover, Cruiser joystick, Foot pedals, over £250 software, as new, all boxed with manuals. £350 ONO. Call Trev on 0420-475415.

Swap or sell CDTV titles, swap Wrath of the Demon, Lemmings, and Battlechess for any other good CD titles (except Triv Pursuit and Hutton Encyclopedia) or sell Lemmings £20, Wrath of Demon £25, Battlechess £29. call Graham on 0234-350369.

A 1500 for sale, WB 2.04, 1 Meg memory, 2 floppy drives, 12 month old. Perfect boxed condition with manuals, joystick and mouse. £275 ONO. Telephone Howard Wild on 0706-50140.

A500 1Meg upgrade. Over £600 of games, scanner, external drive, 7 (why?) joysticks, mouse, MIDI, loads of mags, plus other software. All boxed with instructions and manuals. Worth over £1000, sell for £400 ONO. Phone Ross Farrell of 34 Oundle Rd in Woodston on Peterborough 342644 (where's your area code you plonker!).

Will swap or sell for Amiga 500 - Wrath of the Demo, Space Quest, Sporting Triangles, Sensible Soccer, Back to the Future 2, Wizball, Rock n Roll, Asterix, Las Vegas, Lemmings, Onslaught & Rick Dangerous for any adventure games like Zak MacKraken, Monkey 2 etc. Phone Milan (a name, not the Spanish city, phone bill panickers) on 081-9523436.

A500 for sale. 1 meg memory, Zipstick joystick, Starfighter 3 joypad, 17 boxed games incl. Body Blows, Silly Putty, Assassin, Streetfighter 2. Worth £500. Selling for the low price of £330 ONO. Phone James on 0629-733104.

I'll swap Predator 2, Omnicron, Conspiracy and Back to the Future for Monkey 2. Now is that a good deal or is that a good deal (that's a good deal, I guess). Phone Stephen Geraghty on 0254-681664.

Will Swap Desert Strike, A-Train, Gunship 2000, KGB, Ancient Art of War in the Skies, B17 Flying Fortress, F15 Strike Eagle, Silent Service II, Vroom, Sensible Soccer and v1.1 (complete) and Wing Commander for any of the following - Champ Manager 93-94, Body Blows, Goal, Historyline, Superfrog, Crazy Car 3. Pick one of mine I'll pick one of yours. Write to LC MAson, C/O Supply Admin, RAF North Luffenham, Oakham, Leicestershire.

CD-ROM drive with £100 of games, all leads, mags, and most coverdisks from 1989-1993. £170 ONO. Phone Greg Tomlinson on 0235-530786 up to 8pm.

I will sell my Amiga 600 for 2p (huh?) I wonder if I'm allowed to answer these ads before they get printed?. Now that's got your attention (oh, ha ha!) I will swap my Striker, Int. Rugby Challenge, Parasol Stars,

F1GP, Gods, Knightmare or Robin Hood and many others for your Goal, Liverpool, Syndicate, Soccer Kid or any other decent games. Phone Joseph Cooke (smart-arse), on 0563-23778.

Contacts/Pen pals wanted (100% guaranteed reply) to discuss anything to do with the Amiga and anything else. Male or female. Write to Chris Wells at 60 Ironlatch Avenue, St-Leonards-on-Sea, East Sussex, TN 38 9JN.

Wanted: Brian Clough's Football Fortunes, willing to pay up to £7.50. Game must be in good condition and original. Write to Steven Randles, 6 Bodwyn Park, Gresford, Wrexham, Clwyd, LL12 8NP.

Amiga contacts wanted: guaranteed reply. Games, demos, utilities or PD. If it's worth playing it's worth having (indeed). Anything goes. Stephen Anderson, 34/35 Annadale Crescent, Belfast, N Ireland, BT7 3DN.

I would like to swap my Streetfighter 2 and Turrican 2 (in perfect condition) for Project X and Alien Breed '92. I have loads of games like Monkey Island 2 and Chaos Engine to swap and sell. Phone Navan (? please print unusual names clearly - I have trouble reading at the best of times) Allen on 071-7299002.

For sale: Amiga 500 with 1 meg, mouse, joystick, manuals, and Domark Action Replay. It also comes with over 25 top games including Streetfighter 2, Zool, Body Blows, Lemmings. V good condition. A bargain at only £300. Phone Barry Case on 0702-230469.

I am selling Monkey Island II, Streetfighter 2 and Terminator 2 for £60 - beat that! (well, practically about everyone else on the page has done just that, actually) or The Godfather, F-15 Strike Eagle II and StreetFighter 2 for £50 (what a bargain). All boxed with instructions (in good condition). Phone Neil on 0232-760333.

Wow, Amiga 500+, extra Ractec slimline drive, Citizen 120D printer, sound enhancer, dozens of top games (originals), 100 blank disks worth well over £1000, only £300. SNES + Streetfighter 2, £85. Amiga 500 plus games, needs new internal drive, only £50. Needs cash to subscribe to Europress mags (main man! But you still can't have this ad printed in bold). Phone Andrew Seymour on 061-7478532.

Printer for Amiga 500. Must be in good working order, with instructions for child visually impaired. Must be easy to use. Phone Mrs Ashton (whom we would still like you to help if you can, even if she wouldn't tell us her age!) on 0422-206006.

Wanted - any Amiga games which work on A1200. Send lists and prices to Mr P Browne, S Tynedale, Dale Park, Hull, HU7 6EL.

Sell: Sensible Soccer 1.1, WWF 2, Humans, £15 each. Amberstar £20, Graham Taylor's, Indy Last Crusade Adv £10 each, Populous,

Dizzy:Yolkfolk £7 each or sell the lot for £100 and get Indy - Fate Atlantis Adv free. Or swap for SNES with either SF2, Mario Kart or WWF Royal Rumble. Write to Mike Ison, 49 Tanfield Rd, East Didsbury, Manchester, M20 OGE.

Amiga contacts wanted everywhere. 100% reply. Send lists/disks to Julia Mullen, Clune Rock, Clune Brae, Port Glasgow, Scotland, PA14 5PA.

I have The Chaos Engine and Zool. In exchange would like EOB, Assassin, PGA Tour Golf + Data disks, Gunship 2000, Reach for the Skies. Also Lineker's Hot Shot for Alien Breed '92 or Prince of Persia. Also wanted, EOB II clue book for reasonable price. Phone Gary Turley on 0693-66428.

For sale: Legends of Valour £30, Goblins 2 £20. Creatures - £15 with free Sleepwalker game. Also Lynx Mk1 and Mains Adaptor - £40. 5 Lynx games for £15 each - or Lynx and adaptor with games for £90. Phone Simon on 0603-402819.

Wanted: Amiga games going cheap! (erm, why don't you just ring a few numbers on this very page, then). Phone David Sharp on 0203-490020.

Wanted. Issues 2,3 or 4 of Anime UK mag.

Will pay reasonable price for them. Must be in good condition otherwise will pay less. Phone 081-9527195 and ask for G.Man.

I need the now deleted game Rock Star Ate My Hamster (each to his own, I suppose). I am willing to pay for it or do a swap. Phone Eddie on 0642-481267.

Cricket mad 16 yr old seeks a cricket game of the Graham Gooch variety (what, old, tubby and stubby but still rather good, you mean? ha ha ha ha ha...). Will swap Fighter Bomber, TV Sports Football, Robocop 3, a pair of crappy £5 games, Italia 90, F1GP or a combination of the above. Also wanted is Frontier. Would swap for most of above and cash. For sale: A500 with extras, boxed. £175. Monitor £150 with cables, boxed. Both for £300. Also, computer mags + coverdisks for £1 (I have lists). Write to Marcus Pope, 16 Lancaster Rd, Rothwell, Wethering, Northants, NN14 6DW.

Help! I can't find Deuterios! Will pay top prices for it. Also, saved games for the same game wanted (I think that's commonly called cheating). I am close to suicide (it's only a computer game, you know). Write to Ian Bell, 3 Scarisbrick Place, Norris Green, Liverpool, L11 7DJ.

Your ad is FREE if it's 20 words or less (inc. address or tel. no.). The next ten words (or part of) will cost you a quid, the next ten (or part of) another quid, and so on and so on. Make cheques and postal orders payable to Europress Interactive, please. Cheers.

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Please tick which you wish to be printed:

☐ Telephone ☐ Address

Send to: Amiga Action, Europa House, Adlington Park,

NEXT MONTH...



"I've never heard of Amiga Action."

© Sky One

Yes, that's right! Luke Perry is just one of a host of stars from the popular teen drama who don't have a clue that Amiga Action exists. But that doesn't stop their gushing tributes. Shannen Doherty – flighty Brenda in the sun-baked super soap – freely admits that if she ever read Amiga Action, she'd probably like it loads.

West Beverly High School Newspaper Editor Gabriella Carteris – alias Andrea Zuccherman – lives with her granny in the show. In real life she is a thirty seven year-old mother of five, and doesn't have much time to read. "I'd like to read more", she says, "and despite the fact I don't know an Amiga from my elbow, Amiga Action is the type of mag I would buy."

Brian Austin Green, who plays that DJ lad whose mate topped himself, joined forces with chubby nepotist Tori Spelling in delivering perhaps the finest tribute of all.

"We're very busy people – we're stars, man. Pay us enough dough and we'll say whatever you want."

And so to the task in hand. Well, we scored a whopping zero per cent in our predictions last month, but, undaunted, our necks go on the line once more.

ELITE 2 is here at last! At least, it should be, come next month. And then there's **MORTAL KOMBAT**, which, er, didn't really happen this month, what with one thing and another. **MICRO MACHINES**, **APOCALYPSE**, (ahem) **F117A** (ahem ahem) and **RISE OF THE ROBOTS** might be here in some shape or form, but further than that, we can't really say...

AMIGA ACTION

SNAP IT UP FROM 21 ST OCTOBER

You know up there where it says nothing happened on Mortal Kombat? Well this was before we went to the ECTS, and now we have some screenshots, as you probably saw in the news. So now we're actually getting the Next Month page wrong before it's next month. We're bobbins, aren't we?

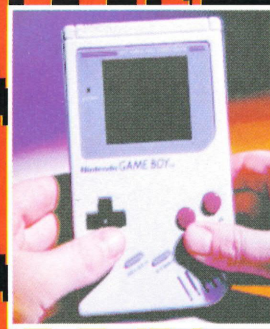


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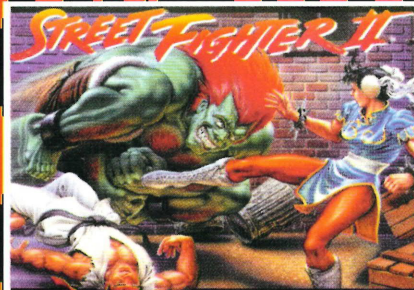
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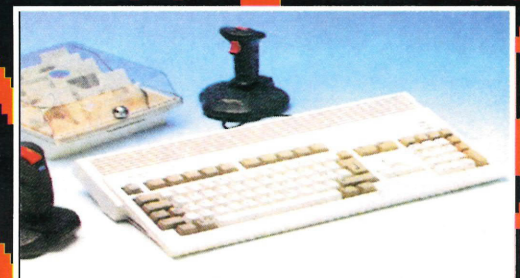
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Calls cost 36p per min (Cheap) 48p per min (other times) and are likely to last seven minutes. Max possible cost £3.60. Please be sure that you have permission to make this call. Where 'Instant Win' is indicated there is NO TIE-BREAKER and prizes are won INSTANTLY. Other competitions close 30.11.93 and involve multiple choice questions with tie breaker. Nintendo/Sega/Amiga/Street Fighter 2/Jurassic Park, are all registered trademarks of their respective companies. We are not related to or endorsed by them. For rules & winner's names, please send s.a.e. to:

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